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GAMEPRO®

An IDG Communications Publication

Comic Carts!

Mickey Comes to Game Boy!

Plus—The Punisher
Silver Surfer
Dick Tracy & More!
See Pg. 34.

18 Pages of New Games!

Quantum Fighter
Gauntlet II • Bomberman
Operation C • Sword of Sodan
Shadow Dancer

Hot Tips & Tactics!

Secret Strategies & Passwords
See Pg. 78.

March 1991
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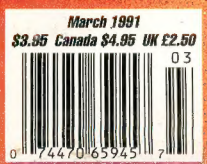

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No Brain no Gain.

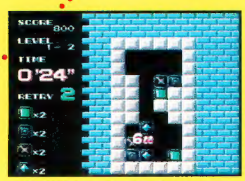
Had enough of ninja swordfights on Planet Zark? Wondering why it's always up to *you* to defend the universe against foreign terrorists with bad breath and giant radioactive amoebas?

Reclaim your brain! Get Puzznic™
– it's the fast-paced puzzle that'll give your mind a heavy duty workout.

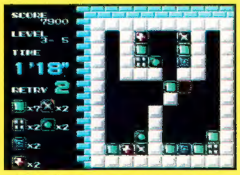
Puzznic seems easy – move and match geometric shapes to wipe out all the puzzle pieces. Trouble is, you've got to match the shapes in just the right order – or you won't blast one puzzle and get to the next. Rack up bonus points for matching multiples – if you're really fast, you can beat the clock and start some chain reaction action. And when you finish the first **160 puzzles,** the fun's not over. You also get **Gravnic™,** the *bonus game* that lets you play against gravity.

So dump the fake stun gun. You've got a few more hours before the universe goes terminal. Pump up your brain cells with Puzznic. When you pop back into those ninja pajamas, you might just have a fighting chance.

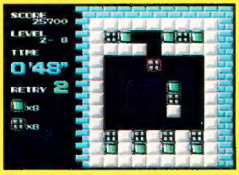
Actual Nintendo Entertainment System® screens shown.



Don't let nasty elevator cubes squeeze you into a corner!



Pick Password to resume your game after each completed level.



Plan carefully or you'll be caught with extra shapes.

TAITO™

Taito Software, Inc., 390 Holbrook Drive, Wheeling, Illinois 60090

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You Don't Just Play It.
You Live It!

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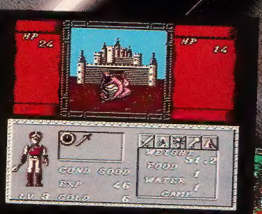
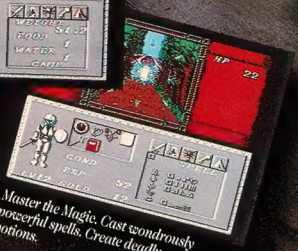
Finally, a fantasy role-playing adventure that makes you a part of the action.



Beware of the serpent's bite. It is deadly. And you are vulnerable.



Master the Magic. Cast wondrously powerful spells. Create deadly potions.

Choose your armor and weapons wisely. Your enemy possesses the power of 500 years of hatred and evil.

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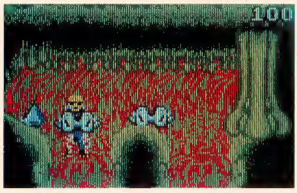
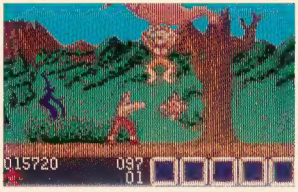
The Following Too Graphic For

Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING.**

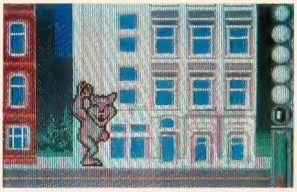


After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game – **SLIME WORLD.**

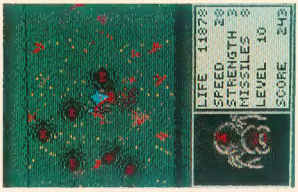


RYGAR, *the 2 player arcade hit that pits you against ferocious beasts, hideous demons or worse, your best friend.*

PAPERBOY. *Fling papers at non-subscribers, race your bicycle on people's lawns— in other words, the ultimate afterschool job.*



RAMPAGE. *Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.*



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET.**

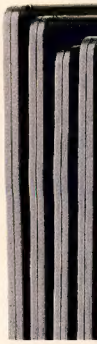
Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.

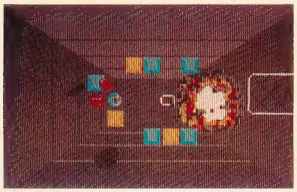
And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system.

With its totally unique 16 bit graphics engine,



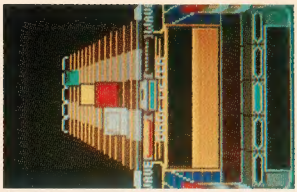
Blue Lightning, Slime World, Zarlor Mercenary™ Epyx, Inc. Xenophobe, Rampage™ Bally Manufacturing Co. Klax, Paperboy, Gauntlet, Road Blaster™

Scenes May Be Adults.



ROBO SQUASH. *The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.*

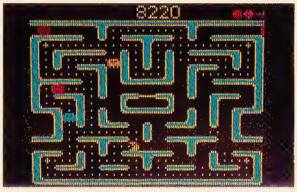
XENOPHOBE. *Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.*



KLAX. *Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.*

ROAD BLASTER. *Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.*

It's a galactic shoot out between you and aliens in the 4 player game **ZARLOR MERCENARY.** *Your only hope is to kill them all or break for lunch.*



Help **MS. PACMAN** *escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.*

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx, you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.

A. ATARI LYNX™

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MARCH 1991

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BART VS. THE SPACE MUTANTS

Hello, fellow humans! Bartholomew J. Simpson here, with a big secret:

Space mutants are invading Springfield!

Yours truly is the only one who can see 'em—so it's up to me to stop 'em. I've gotta spraypaint things, get radical on my skateboard, and in general behave like a nuisance, man. It's a good thing I've got the rest of the Simpsons to help me out.

So if you're a decent person, a patriot, save the Earth! *Buy this game!*

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Play the hot new remake of the epic arcade classic Dragon's Lair® on NES™ and Game Boy.™

Take up your sword and save the beloved Daphne from the clutches of the foulest of fire-breathing dragons. This dragon's lair's* larger-than-life characters, special effects, and awe-inspiring graphics will prove a true test of courage for the greatest of all NES™ and Game Boy™ gamesmen. The seven game play areas are the arena where true spirit shines. The one and two player options, and eight-player top score feature set the stage for battle. Play the exciting new NES™ Dragon's Lair™ at home, or take the equally challenging portable Game Boy™ version wherever life leads you. It is a double dare, that true character cannot deny. "Dragon's Lair™ double challenge offer"—champions of the good and noble dare to play both versions of the new Dragon's Lair™ and claim a special prize worthy of your skill. Check the back of each game package to learn more about this special "Dragon's Lair™ double challenge offer."

THE RETURN ADVENTURE INTO THE DRAGON'S LAIR

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3 DRAGON SPIRIT

4 FINAL LAP TWIN

9 SPACE HARRIER

10 SPLATTERHOUSE

11 VIGILANTE

SPORTS

12

16 SUPER VOLLEYBALL

17 TAKIN' IT TO THE HOOP

18 TV SPORTS FOOTBALL

19 POWERGOLF

24 BRAVOMAN

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53 MILITARY MADNESS

JACK NICKLAUS TURBO GOLF-CD

58 LAST ALERT-CD

59 MAGICAL DINOSAUR TOUR-CD

The TurboGrafx™-16 system has more amazing 16-bit video games to choose from than anyone else. You can count on it.

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Have Your Games, But Play Them, Too

By the GamePros

Times are getting tough, fellow GamePros. All you have to do is flip on the evening news, read the headlines, or maybe even just tune in the conversation around the dinner table to know that in many ways money's tight.

If you feel lucky to own a video game system, good for you – you are. But let's face it, we all want more and we can't afford it!

At press time, we're ready to head out the door to the Winter Consumer Electronics Show (in five minutes, in fact,) and we know we're gonna see an outrageous load of stuff that'll be on sale this year! (See next month's *GamePro* for the latest scoop on the show!)

What's a fanatic but budget-conscious gamer to do? Shop wisely and share.

We got a call the other day from a GamePro agonizing over the decision of whether or not to spend $450 to buy a Super Famicom fresh off the boat from Japan. Hey, the Japanese are only paying about $185, and it'll be here eventually anyway, maybe by Christmas this year! We know you gotta have the latest, greatest gear – so do we – but spend your bucks, when you get 'em, wisely.

Or maybe you don't have to buy a system at all (right now, anyway). If you've got a Genesis, why not temporarily swap with someone who has a (gasp!) TG-16 or even a Lynx. There are plenty of hot titles to check out on all the systems. Sounds like good fun to us.

If you don't have the big bucks, maybe the little bucks will do for now. There are plenty of great (that's G-R-E-A-T!) games for all the systems out there. It's what you enjoy playing that counts.

If money's tight, why not swap carts. Sometimes you just want to check out a game before you buy it. Of course, read *GamePro* for the straight stuff. But if your friend's got MegaMan 3 and you don't? Lend him your Castlevania III. Better yet, play a game together. It's fun that way, too, and that's what that other controller socket's for. Sometimes it takes more than one brain to beat a cart.

If two heads are better than one, how about two banks? Why not pool your money together to buy a cart you both want to check out? Or organize a bunch of people to share the cost of carts by forming a video games club? And if you got the deck and your friends don't, maybe they'll chip in for a cart.

In the meantime as you're making these great business plans, share good time game times with your friends, especially if they don't own a video game system. Two heads are better than...well, you know. But what does that make, five heads? With a TurboTap, you TG-16 diehards can really party on.

If this sounds somehow subversive – what's your problem? We know cartridge and systems sales (read "ads") butter our bread, just flip a few pages. But we also know that if you get the best gaming for your bucks, if you're a satisfied gamer, if you're having FUN, then in the long run everybody benefits.

Got a better way to get the best gaming when buying times are hard, GP's? We know you do. Write us. We'd like to hear about the creative ways people are banding together to get their gaming in without going to the poor house.

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To Rate or Not to Rate – Still the Hot Topic

I feel games should not be rated. It's not like you're going out and really killing someone. If companies put labels on games it will just make people want them even more, just like music with warning labels selling more than those without labels. Stickering games just makes the companies richer.

Brian Stout, Flint, MI

I don't think games should be rated because I'm old enough to choose games myself. I am 13 and I can go to any movie I want so why should I not be able to play any game I want? Besides, ratings will not keep my friends and I who are not old enough to get a game from getting it.

Steve Reece, Dallas, TX

All video games should have a mandatory violence rating. Both sides of the age gap would benefit from this. Parents would feel safe in knowing what they're buying their children and the games would be more realistic. I personally am sick of watching enemy characters flash, change colors and disappear, spontaneously combust, or fly off the screen when they're hit. In real life people don't do this.

I'm not saying that we should have X-rated video games but how about PG-13? The rules are wide open here. Imagine a Golden Axe where bad guys don't disappear or a Revenge of Shinobi where enemies don't explode. Just imagine it.

Mike Callahan, Winchester, MA

I, as a parent, applaud the use of ratings on video games. When I take my kids to a movie I check out the rating first. Granted there are times we go anyway, even if the movie is rated R. But I like to know what I'm getting into. Please support ratings on video games packaging. I don't play the games so every little bit of information helps me decide what's appropriate for my kids. I think ratings should be mandatory.

David James, St.Charles, IL

(The issue of ratings is a growing concern for parents and gamers alike. We recently received information from a group called Parents Against Video Violence whose goals are to: 1) Monitor video game violence and its effects on our children, 2) To seek Congressional assistance in establishing a recognized organization responsible for instituting and maintaining a ratings system for video games, and 3) To encourage parents to supervise the games that their children watch and get parents involved in the decision-making process when buying video games. For more information on this organization contact Lawrence Heath, 201-763-6209. And, of course, we're always interested in hearing what our readers think about this issue. – Ed)

Lynx – Flawed or Purr-fect?

I'm an owner of an Atari Lynx System, and I just recently discovered your magazine. Now that I know of GamePro I read your magazine every month. I buy your magazine in desperate hope that I can find some information about new Lynx games.

This is, for the most part, my concern. Lynx, in my opinion, could be the best system around, but where are all the games? The system cost a pretty penny and I somehow feel that I have been taken and now I'm out $180 plus seven other games which I have purchased. I don't understand why they would take the time to create such a powerful handheld system and not support it with a plethora of games. It scares me and angers me to think I've wasted my hard earned money.

Within a year's time Atari still only has seven games for the Lynx. What the heck are they waiting for? It's only recently that I've started to see some improvement. On the other hand, no pun intended, the TurboExpress hasn't been widely released as of yet, but I've seen so much publicity for it already in magazines and on television commercials. Now, that's marketing! Maybe I picked the wrong handheld system...

Kevin Reabound, Union City, CA

I bought my Lynx in August and have enjoyed every minute of playing time on it. Of the eight games at my local store I have seven of them. After reading "The Mail" in the December issue of *GamePro* I thought it necessary to put in my 2 cents. First of all, I would definitely call the GamePro Hot Tips Line if I knew it had Lynx tips on it.

In a few weeks I plan on sending in some Lynx scores for your ProChallenge board. I've had no luck photographing the screen so I'll use my Amiga 500 to help. Any Lynx owners out there who also have Amigas might find that using Digi-View to "digitize" your high scores is a very efficient way to do it. Then all you have to do is print them out and send them in!

Jason Brown, Vancouver, WA

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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Dear Editor
P.O. Box 3329
Redwood City, CA 94064

Thanks for your input!

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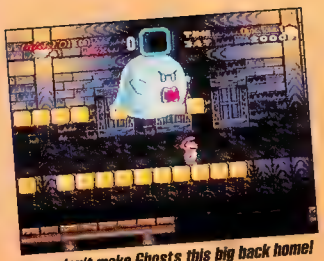
The Cutting Edge



They don't make Ghosts this big back home!

Mario reconsiders entering the Ghost House. (Check out the "see through" fog!)

Super Famicom Software

By The Unknown Gamer

Unless you've been living in a cave these past few months, you're probably aware of the impending arrival of Nintendo's Super Famicom 16-bit game system in the U.S. This system was released November of last year in Japan; the first 300,000 units selling out immediately.

The U.S. release is still slated for September 1991. Expect this rollout to parallel the introduction of the Game Boy – a big preview to the retailers at the upcoming June Consumer Electronic Show, followed by lots of fun – media hype and marketing rap.

One advantage the new Nintendo system will have over its direct competition, the Genesis and the TurboGrafx-16, is massive support by third-party licensees. All the major NES game producers will be joining this party, and, of course, a library of titles will already exist in Japan ready for conversion to the American version of the Super Famicom. Here's the lowdown on what we've played so far.

Super Mario World (Nintendo) – This was one of the first two releases for the system and undoubtedly will be the biggest seller. This Mario possesses larger characters (just check out the size of the Bullet Bob in the screen shot below!), multiple-scrolling backgrounds, and incredible sound and music. Mario also has a dragon pal, named Yossie (at least in the Japanese version) that he can ride or use as a springboard. We were blown away by the echoing sound effects when Mario is in a cavern and the transparent graphics at the ghost house (notice how you can see the house through the clouds in the screen above).

F-Zero (Nintendo) – Call this "Rad Racer '91" – and then forget the comparison. This outtasight futuristic hovercraft race features four different vehicles, three skill levels, and a multitude of tracks to choose from. You've got to win each race to continue to the next. This cart has some great background scrolling, and the explosions when a car crashes are spectacular.

On your mark, get set...

Final Fight (Capcom) – This hot arcade title has been perfectly reproduced for the Super Famicom. Your girlfriend has been kidnapped by some Bad Dudes (oops, wrong game), and you have to use all your martial arts expertise to get her back alive. Every level and move from the coin-op is in the home version. We expect this one to be a hot seller.

Fists are flying in Final Fight!

More to Come

Look for extended coverage of the Super Famicom in future issues of GamePro, including news, reviews, and previews of what is sure to be the hottest game system of 1991.

Can't Touch These!

Here's an updated Super Famicom production schedule from Japan.

Title	Due Date	Description
Super Mario World	Nov 90	Action
F-Zero	Nov 90	Racing
Bombuzal	Dec 90	Puzzle
Populous	Dec 90	Strategy
Gradius III	Dec 90	Shooter
Act-Raiser	Dec 90	Action
Pilot Wings	Dec 90	Simulation
Final Fight	Dec 90	Action
SD Za-Great Battle	Jan 91	Action
Gdleen	Feb 1	Roleplaying
Jumbo Osaki Golf	Feb 91	Sports
Drakkhen	Mar 91	Roleplaying
Big Run	Mar 91	Racing
Area 88	Mar 91	Shooter
Jelly Bean	Apr 91	Action
Sim City	Apr 91	Simulation
Ultra Man	Apr 91	Action
Final Fantasy V	Jul 91	Roleplaying
Dungeon Master	Jul 91	Roleplaying
Wizard from Ys	Aug 91	Action/RPG
New Legend of Zelda	Future	Action/RPG
Super R-Type	Future	Shooter
Augusta Nat'l Golf	Future	Sports
Ghouls and Ghosts	Future	Action
Super Professional Baseball	Future	Sports
Danus II Special	Future	Shooter
Flying Warriors I	Future	Action
Scherazade II	Future	Action/RPG
Little Ninja Bros.	Future	Action
Star Wars	Future	Action/RPG
Pitfall	Future	Action

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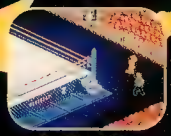
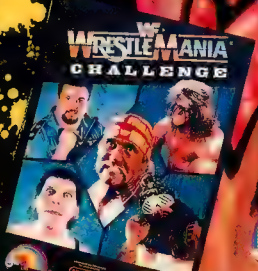


Unleash a Flying Atomic Drop — outside the ring.



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Hot at the Arcades

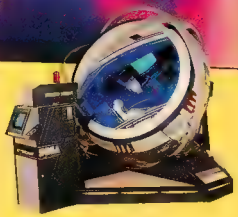
By Hack 'n Slash

Hold on to your seats, token-pinchers! This month's arcade inferno takes you on two wild rides! Sega's got you going in circles with the outrageous R360 revolving jet simulator, and Atari's hot on the wheels with Race Drivin'.

R360 (Sega)

Alright jet jockies it's time to join the ultimate arcade air force. The R360 is more like an amusement park ride than a coin cruncher. It's actually two huge gyros fitted together with a servo motor system to roll a complete circle, 360 degrees, during pitches (forwards and backwards) and rolls (side to side).

Sega has mated the R360 with a special version of G-LOC (Loss of Consciousness by G-force). This supersonic air-to-air dogfighter (see Hot at the Arcades, *GamePro*, September 1990) features 8 missions with stunning, almost surrealistic graphics. The R360 version is programmed to spin with the unit so you can turn complete loops, spin out, or fly an entire mission upside down! The 360 degree turning benefits the enemy, too; they can attack from EVERY direction not just straight on or from behind.



Sega's built-in a mess of safety features to counter the R360's lethal looks. It's got a full harness, a seat belt, a padded roll bar, and sensors that instantly freeze the machine if trouble occurs no matter what position it's in. And if your stomach starts churning, you can hit a panic button to end your ride.

Sound intense? It is! The R360 will be rolling your way soon.

Race Drivin' (Atari)

Atari's back on the road again! Race Drivin' is a hot driving game that really burns up the track. It's even more intense than Hard Drivin' (see Hot at the Arcades, *GamePro*, January 1990).

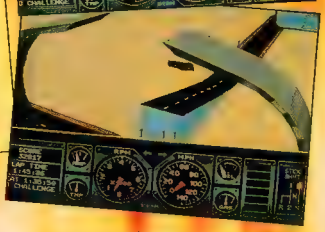
Hold on to that steering wheel! Your racer's motor-driven steering wheel interacts with the real-time video display according to onscreen road conditions. You'll feel the bumps and grinds and fight the wheel as you slam into hard turns.

In addition to the two original Hard Drivin' circuits, you get two new tracks. The super Stunt Track includes new tests of skill including a corkscrew loop, a jump loop, and a section of murderous winding mounting road (just like in the BMW TV commercials). The Autocross track features outrageous twists and turns. Of course, you're still forced to review your errors with the embarassing instant replay feature.

You can select from four souped up sports cars to suit the race track you choose. Each one is rated according to off-the-line quickness, top speed, and cornering ability.

And now you don't have to drive alone. Race Drivin' features the Buddy Race, a two-player sequential contest. The computer records Player One's performance and then Player Two races head-to-head against the Player One, a drone car, and the game clock.

Drivers, start your engines...but drop in those tokens first.



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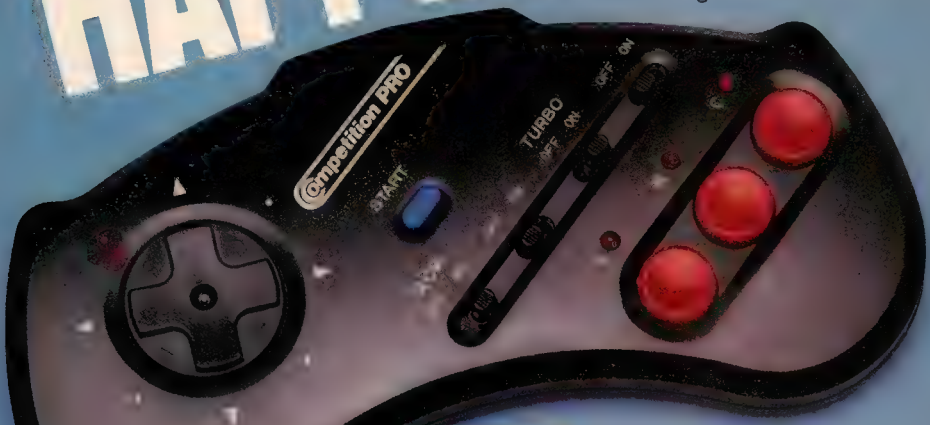

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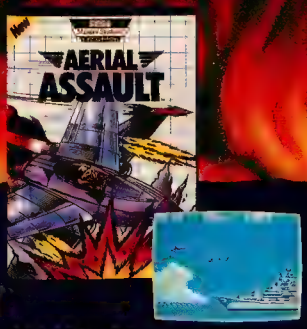

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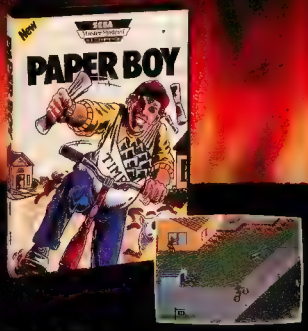

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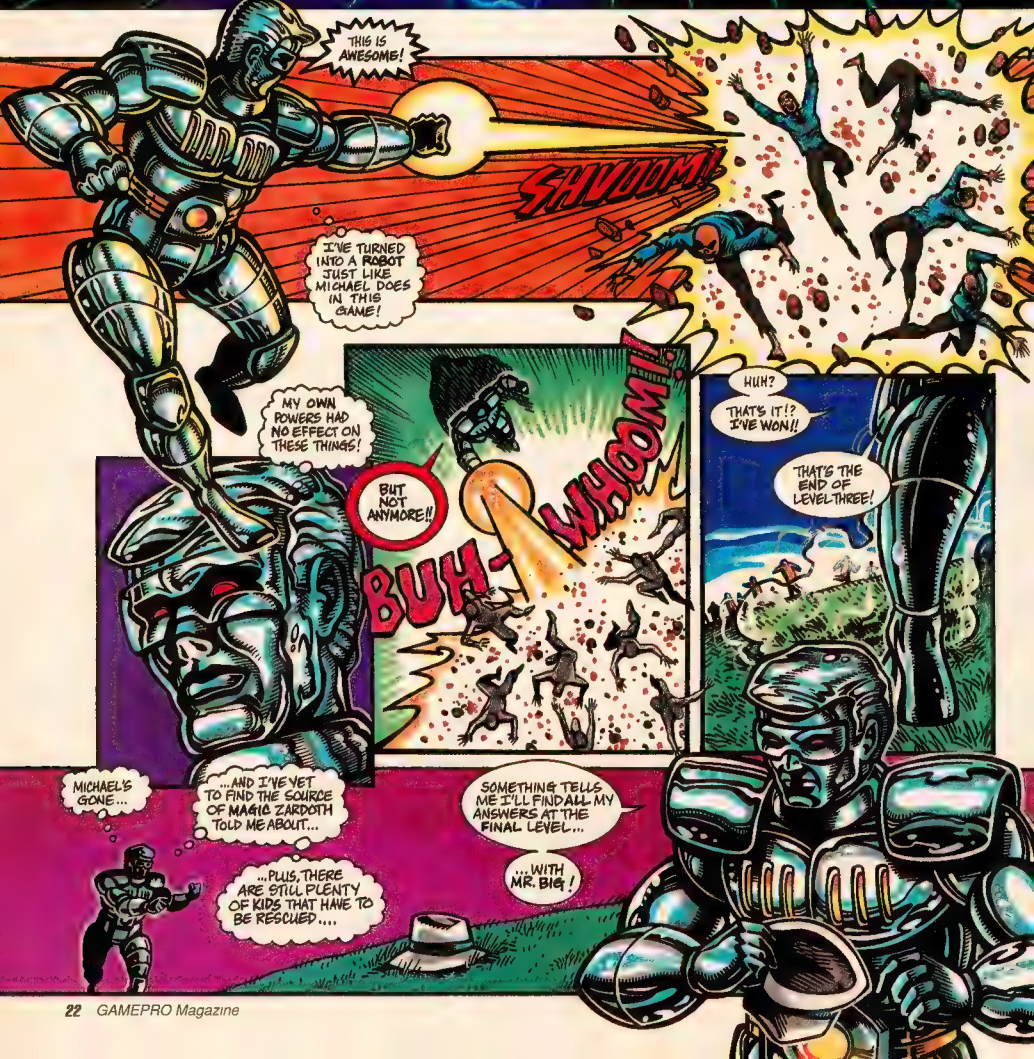
Chapter 18: Battlin' Mr. Big

Alex West, an extraordinary videogamer, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the worlds and creatures of video games are a **reality**! Zardoth seeks Alex's exceptional video gaming skills to defeat the menace of the Evil Darklings – a cruel shape-changing race that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alex's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings influence within. To aid Alex's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO – the ultimate video gaming champion!

Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

PREVIOUSLY: GamePro has been sent into "Michael Jackson's MOONWALKER" in order to locate a source of immense magic power, and protect it from the Evil Darklings. He soon befriends Michael Jackson, and joins forces in battling the zombie agents of the evil criminal Mr. Big! On a far away asteroid belt, the Evil Darklings' Supreme Overlord had discovered GamePro's point of entry into the Video Dimension. They believe that an "interdimensional hole" was created when Alex was transported into the Video Dimension, and that they can utilize the hole to send their own agent to Earth! Meanwhile, GamePro and Michael are being overwhelmed by the zombie hordes. Michael falls in battle, only to become a fiery blue comet – the same kind of comet that turns Michael into an all-powerful armored robot! With nothing to lose, GamePro flings himself at the comet and turns into a robot himself!



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BUT, IN THIS GAME, YOU HAVE TO FINISH THE CAVERNS LEVEL BEFORE YOU GET TO HIS HIDEOUT!
!
MR. BIG'S STORMTROOPERS!
THERE HE IS!
SHOOT HIM DOWN!
FZAP
FZAP
CAN'T RISK TAKING TOO MUCH DAMAGE...
I'LL HAVE TO BYPASS THE CAVERNS AND TAKE THE BATTLE STRAIGHT TO MR. BIG!
BOOM!
ONE EXPRESS RIDE...
...TO THE TOP...
...COMING RIGHT UP!!
WWWWWHHHHHRRRRRRRRMMMMMMMMMMM
I'VE TURNED INTO A SUPER-POWERED SPACESHIP JUST LIKE MICHAEL DOES IN THIS GAME...
...NOW FOR THE FINAL CHALLENGE OF MOONWALKER...
...TAKE OUT MR. BIG AND HIS LASER CANNON!
SHOOM!
THERE HE IS...!
MR. BIG!
WHO ARE YOU!?
YOU'RE NOT MICHAEL JACKSON!
NO MATTER! YOU CAN'T STOP ME!!
DIE!
...TOO HARD TO SCORE A DIRECT HIT ON THE CANNON...!
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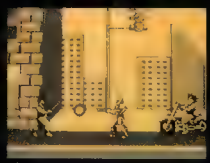
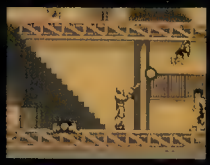
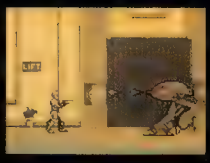
WHAT!?
RUUMMMBBLEE
NO!
THAT'S NOT FAIR! YOU CAN'T DO THAT!
HA! THAT WAS GREAT!
...ALWAYS WISHED I COULD DO THAT FOR REAL IN MOONWALKER AT HOME!
THEN, THAT WOULD BE CHEATING, ALEX!
ZARDOTH!? MICHAEL!?
YOUR SUCCESS IN DEFEATING MR. BIG HAS FREED THIS WORLD FROM HIS EVIL GRASP!
...INCLUDING MICHAEL AND THE ABDUCTED CHILDREN!
B-BUT, I SAW MICHAEL TURN INTO A COMET...!
YES, TO AVOID BEING CAPTURED...
AND TO TRANSFER TO YOU HIS POWERS!
BUT, MICHAEL... WE NEVER FOUND THE SOURCE OF MAGIC...
WRONG, ALEX...
THERE IT IS!
KIDS?
ALL CHILDREN HAVE IMMENSE MAGIC POWERS, ALEX...
UNFORTUNATELY, THEY LOSE IT AS THEY GROW INTO ADULTS...
OUR VICTORY IS TWO-FOLD!
THE MENACE OF MR. BIG IS ENDED!
ALSO, I HAVE CREATED AN IMPENETRABLE BARRIER OVER THIS WORLD TO PROTECT THESE CHILDREN FROM THE FOUL TOUCH OF THE EVIL DARKLINGS!
AND I'LL KEEP IT THAT WAY!
COME ALEX, OUR DUTY IS COMPLETED...
JUST A SEC. I'VE GOT TO ASK MICHAEL SOMETHING!
HOW ABOUT AN AUTOGRAPH?
NEXT ISSUE: BONK'S ADVENTURE!!!

ROBOCOP







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PRO Classics

By Slasher Quan

This past Christmas lucky GamePros scored big if they managed to beat the crowds and snag a copy of Ultra's ultra hot Teenage Mutant Ninja Turtles: The Arcade Game. If you didn't score this Turtles sequel or you've finally defeated the Foot Clan, why not check out the original that started it all back in 1989 – Teenage Mutant Ninja Turtles?

Shelling Out the Action

Shredder has abducted news reporter April O'Neil and every die-hard TMNT fan knows she's the only person who can bring Raphael, Leonardo, Michaelangelo, and Donatello out of their shells. The Turtles are determined to save April, put an end to ole' Shred-head's worthless existence, and in the process restore their radical rodent martial arts master, Splinter, to his normal human self with the Metal One's Life Transformer Gun.

Shredder's waiting!

The heroes in a half shell track Shredder across five incredibly tough levels of turtle-stompin' action through the streets and sewers of New York City and into Shredder's horrific headquarters, the Technodrome. You have to play each of the four Turtles one at a time, but you can switch among them any time. Each Turtle has his own life line, and if it runs out you're captured!

The action's in the sewers.

Most of the action in this one-player adventure is displayed in a side view perspective inside sewers and buildings, but in order to find these you stroll the streets via an overhead, bird's eye view.

PROTIP: Explore the buildings in any order. The only dead ends are buildings 10, 11, and 16.

PROTIP: The large building in the center of the map is a terrific spot to power-up with pizza between excursions into the caves. You can also rescue a fallen comrade in the passageway under the destructible blocks.

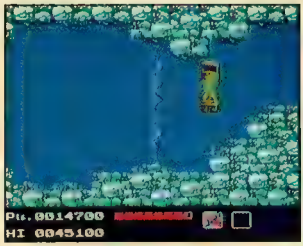
Turtle Power

Naturally, they use the weapons they're famous for, but you can add to their arsenal by grabbing a limited supply of special throwing weapons such as boomerangs and shurikens. Other helpful items that pop up occasionally include energy-restoring pizza, rope for crossing the gaps between buildings, and an item called "Mr. Invincibility," which makes you temporarily indestructible.

PROTIP: To destroy the Big Mouser stand directly under his steel jaws, use Don's Bo, and hold down Up and push B continuously.

Those Dam Bombs

If the world's most fearsome floating fighters successfully rescue April in the first level, they find out that Shredder has set eight bombs to blow the Hudson River Dam sky-high. In Level Two that makes swimming not sword-fighting skills a must.



Find the bombs or it's turtle soup.

PROTIP: At the start of the underwater section, proceed right and disarm Bomb One. Swim up through the first passage to get Bomb Two. Go back down and right to Bomb Three. Then head up and Bomb Four is to the left. Next, go right to Bomb Five. Up and then right leads to Bomb Six. Go down, then down on the right side, and you find Bomb Seven. Finally, swim down on the left side, then head right to Bomb Eight.

PROTIP: If your oxygen timer is about to run out, which automatically drowns your entire team, select the weakest Turtle and commit Turtle-cide. That way you only lose one Turtle and the bombs you've disarmed remain inactive.

Keep on Truckin'

The good times really roll in Level Three when the fab four burn some rubber in their Party Wagon. Armed with Anti-Foot

Party down on the Party Wagon!

Clan Missiles and a rapid-fire Vulcan Cannon, the boys must search through the Big Apple to find Splinter, who was kidnapped while they were off saving the dam.

Four you can cruise after Shredder in the Turtle Blimp – if you can find it. It's somewhere in JFK International Airport, but you'll have to fight through the Clan again to reach it.

Techno Tough

In Level Five, Shredder's getting scared – you're close to the Technodrome, which is hidden deep within one of four caves. But if you fail the first time around, its location changes every time you play.

Enter the Shredder

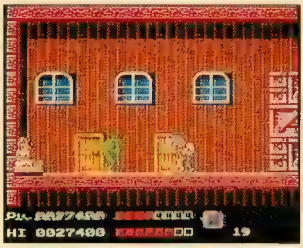
The final big brawl broils inside the Technodrome with laster totin' rocket men and miniature mechanical dinosaurs with whip-lash tails lurking around every corner. All paths lead to the Turtles' arch-nemesis, that "Edward Scissorhands" reject, Shredder.

PROTIP: To beat the Technodrome tank wait until the laser switches off, then jump on the treads and disable the two mini-guns. Now, concentrate on the eyeclops radar, but look out for Foot Soldiers.

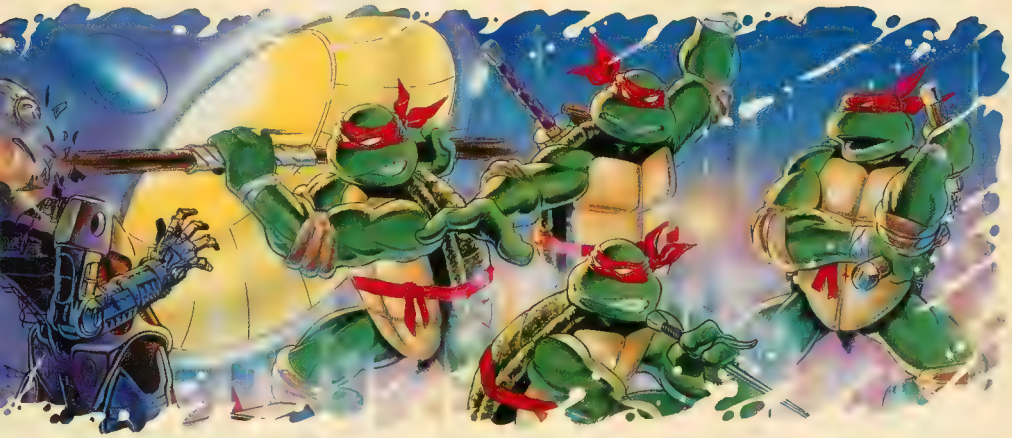
PROTIP: When Shredder attacks, jump onto the right ledge, duck, and use your weapon to knock him away every time he tries to leap onto the left platform. A special weapons such as the Triple Shurikens works great!

Turtle Soup

TMNT is a good blend of side view fighting and overhead map tracking that ought to keep your fingers busy. However, it's got a few dents in its shell.



Don meets Bebop.



PROTIP: As you drive the Wagon, press Select to exit and all onscreen Foot Clan soldiers and Roller Cars disappear.

Airport High Jinks

If you rescue Splinter, eat the Foot Clan's lunch, and waste the Mecaturtle, in Level

Save Master Splinter from the Mecaturtle.

The absence of a multi-player option detracts from the whole concept of Turtle togetherness, the overall action is just average, and it's nearly impossible to finish with only two continues. Also, although the Turtles look cool, the Foot Clanners' graphics are a little weak.

Despite these drawbacks, however, Teenage Mutant Ninja Turtles will rank as one of the top-selling NES carts of all time. What gives? Turtle power, dudes. When you're hot, you're hot. Cowabunga!

Teenage Mutant Ninja Turtles by Ultra ($43.95 – Available Now, 2 megs + MMC3).

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Comic Book Heroes and Cartoon Stars

Ever wanted to join your favorite comic heroes and cartoon characters in their wild and crazy adventures? Here's your chance! Check out these rad video games featuring famous dudes and dudettes from comics and 'toons.

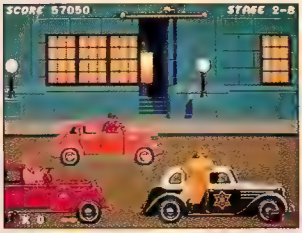
By Brother Buzz

Dick Tracy made his debut on newspaper funny pages way back in the 1930's when "Pretty Boy" referred to a gangster named Floyd not Warren Beatty. Although this good-looking, single-player Genesis copper cart from Sega is closer to the 1990 movie than the comic, it still pits Tracy against his classic criminal counterparts including The Brow, Itchy, and the infamous Big Boy.

You get six stages, three scenes each, of take-no-prisoners shoot-em-up action. However, if you're gonna walk around in a yellow coat with matching hat, you'd better be tough, and although Tracy's definitely no pushover he isn't going to knock you outta your socks either.

Scene of the Crime

Tracy features a unique gameplaying perspective that makes you shoot long distance as well as up close. The action scrolls horizontally as Tracy marches along the sidewalk or drives through the streets. Mobsters sneak in from the left and the right of the screen, but some open fire from "across the street," that is, towards the top of the screen.



[illegible]

To fend off the mobsters you've got standard issue weapons, a knockout punch and a pistol. But to hit the goons across the street, you whip out an awesome tommy gun with unlimited ammo. Hold down the fire button and you see bullet holes rake across the buildings, shatter windows, and pop fire hydrants. The high degree of interactivity makes you want to blast everything in sight just to see what happens.

The tommy gun's a blast!

PROTIP: When you run into a crowd, [illegible] to shoot first. Mobsters [illegible] yellow are more accurate [illegible] Snipers in elevator [illegible] before gunmen [illegible]

The gunfighting gets heavy but just short of intense. The downside is Tracy's poky-paced walking; it'll drive the impatient crazy.

[illegible] ring Stage 3 [illegible]

Target practice: Think fast!

Survive the shootout and you get a fun Bonus Stage shooting gallery where you try to hit the hoods and not the civilians.

An Open and Shut Case

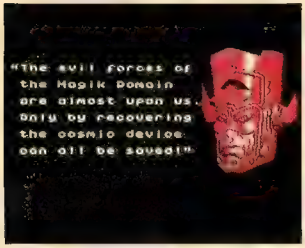
Dick Tracy seems simplistic at first, but give it time and it grows on you. However, hardcore fans of lone lawman shoot-em-ups might prefer to step into the future with ESWAT. It's more challenging with snazzier graphics, rougher bad guys, and tougher boss stages.

And, no, Madonna doesn't make an appearance here.

Dick Tracy by Sega (Price Not Available – Available Spring '91, 4 megs).

By Slo' Mo

Comic book fans everywhere know the heartbreaking tale of the Silver Surfer, the star-crossed Marvel Comics hero cursed by the heartless, god-like Galactus to wander the universe alone on his super surfboard. Arcadia Systems' Silver Surfer may doom NES shoot-em-up lovers to a similarly bleak fate.



Galactus looks mean and sounds mean.

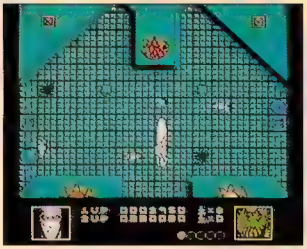
In this outrageously intense shooter, the Surfer must seek out six pieces of an interdimensional "Device" that will open the universe to the vile hordes from the Magik Domain. His quest takes him through six murderous levels, five of which are guarded by his most fearsome enemies – Reptyl, Mephisto, the Possessor, the Emperor, and Firelord. Each level has three stages – either two horizontally scrolling sideview and one vertically-scrolling overhead view, or vice versa.

The beast can be overpowering.

Silver Surfer is a NES marksman's nightmare! The Surfer cruises on his cosmic board and kind of bowls power blasts at his enemies. You'll battle seemingly endless waves of tanks, monsters, mutants, ghosts, bats, and robots. Opponents always attack in groups, most take several hits to destroy, and none of them are slow. Robo-guns and traps are everywhere. And be careful not to crash into the scenery.

PROTIP: In additon to creatures and the mobile machines, you can destroy ANY stationary weapon that shoots at you.

This cart is easily one of the toughest shooters around, but at least the graphics are great and the sounds really cook. Use slow mo, turbo fire, prayer, or anything else you've got! It's all recommended. Oh yeah, set aside a few weeks to play. There are passwords, but not all the stages give you one.



Vertical view doesn't get any easier.

PROTIP: If your blasts can't penetrate an obstacle, you can't fly through it.

PROTIP: There's a 1-Up out in the open in the middle of the Emperor's level. Good luck!

Beware: this cart can seriously dampen your spirits. No kidding, beginners and the mentally unstable should hunt elsewhere for NES thrills. To beat Silver Surfer, you probably have to be an outer space being yourself!

The Silver Surfer by Arcadia Systems ($49.99 – Available Now, 3 megs).

By The Mongoose

Here's a "punishing" title for all you hardcore comic book fans! That's right! The Punisher! You are hard-boiled crimefighter Frank Castle on a mission to exterminate the Kingpin and his men whose drug and weapons traf-

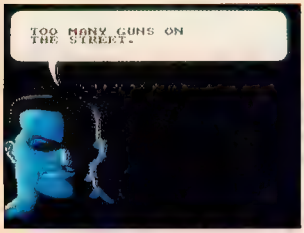
ficking are scumming up the streets of New York City.

Things get pretty hot in Ryker's island prison.

[illegible]

The Punisher is an uncomplicated, straightforward game that won't tax your brains. You start off by choosing one of four minor crime bosses to eliminate. Once you've selected a boss to hunt, you're armed with your famous Automatic Machine Pistol, 300 rounds of ammunition, and three grenades.

PROTIP: Shoot everything in sight to find hidden objects such as the Automatic Assault Rifle, grenades, extra lives, Kevlar bullet-proof vests, and even a first aid kit.



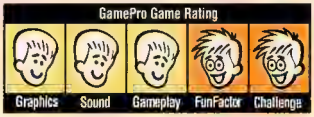
You'd better listen when the Punisher speaks.

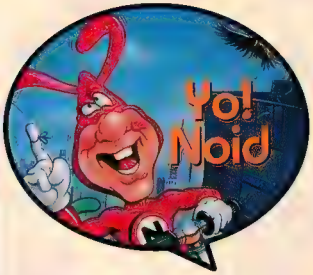
This cart's run and shoot all the way. Each boss rules a rough piece of turf, which you have to fight through to get him. For example, Jigsaw has taken over Ryker's Island Prison, which is located in the middle of a bay. The other three bosses, Colonel Kliegg, Hitman, and Sijo control separate parts of New York's streets. Only after defeating the four minor bosses do you get a chance to eliminate Kingpin.

[illegible]

If you liked shoot-em-ups such as Operation Wolf, Cabal, and Dynamite Duke, then give this one a try. Who says crime doesn't play?

The Punisher by LJN ($44.95 – Available Now).





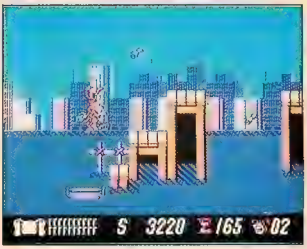
By Abby Normal

Good news, Domino's pizza lovers, you no longer have to "avoid the Noid!" In fact, the infamous pizza-saboteur is about to become the Big Apple's newest hero.

In Capcom's one player adventure our man the Noidster scrambles through 14 levels of New York, including Central Park, the Bronx, and the docklands, in search of a look-alike imposter who's wreckin' his turf – not to mention the city! With weapons such as a yo yo and a flying Ornithopter at his disposal, Noid zips past big city perils (pigeons, thugs, etc.) in search of his foe.

Hold the Yo Yo, Not the Anchovies

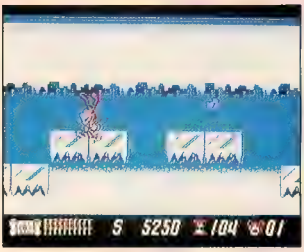
If it's good as gold NES graphics you're after, you'll strike it rich with Yo! Noid. Though he looks like a bunny in red feet-pajamas, Noid is large and well detailed with some great facial expressions. The equally impressive dual scrolling background scenery will really wow you, too.



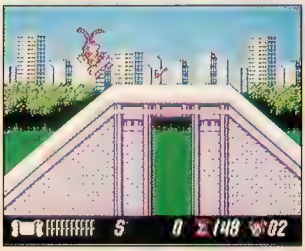
PROTIP: Pause briefly between the gaps in the floating docks to avoid getting nailed by jumping fish. P.S. Noid can't swim so get to the highest possible platform when the dock bobs down with the tide.

Trouble in the Park

If gameplay can be likened to pizza, Noid's is a bit bland.



PROTIP: To find the secret bonus area when you're ice skating, go to the second ice platform, located just past the first floating ice platform, and jump up and down.



PROTIP: Get as much altitude as possible when you approach an enemy for a HyperBoard attack. If you don't have enough altitude, you won't be able to catch the enemy with your rear wheels and you lose the round.

Continued on Page 38.

THE UNTOUCHABLES™

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The challenge isn't bad, in fact, maneuvering the Pizza Crusher and the HyperBoard is pretty tricky. The problem lies with the enemies. There are only two or three different types per level, and they don't attack with much fervor.

Action by the Slice

The long and short of it is that Noid is average. It's not the fieriest cart to date, but it's not, by any means, the worst either. The Noid's cartoony animated look and movement is fantastic, and the challenge is definitely there. Maybe the sluggish enemies just better lay off the pizza!

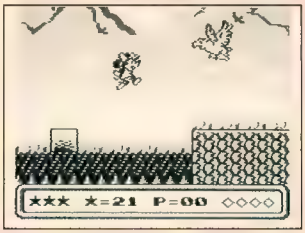
Yo! Noid by Capcom ($49.95 – Available Now).

By Andromeda

Oh boy! Mickey bought a present for his sweetheart, Minnie, but sneaky Big Bad Pete stole it before he could give it to her. Now Mickey and Minnie are off on a dangerous chase to get the present back.

Steamboat Willie to the Rescue

To find the present Mickey or Minnie (you can be either one at any stage in the game) have to work their way through five stages, each with three areas of vertically and horizontally-scrolling adventure. The action takes place in Mickey's Home town, the Woods, the Mountains, an Industrial Area, and the Business District.

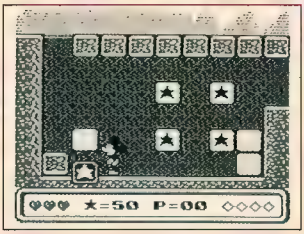


Sometimes Minnie must soar like an eagle.

Similar to Chip 'n Dale Rescue Rangers for the NES, Mickey or Minnie must snag Stars, Crystal Balls, Magic Water (temporary invincibility), Hearts for life, and other secret power-ups along the way.

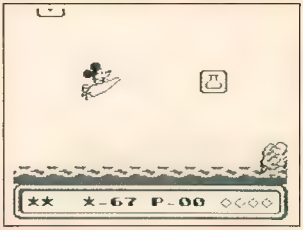
PROTIP: Grab four Crystal Balls in one stage and earn an extra continue.

PROTIP: Grab 100 stars for an extra life.



PROTIP: Blinking Stars are 1-Ups. You'll find one in this pit in Stage 1-2.

Mickey and Minnie can run, crouch, jump, and toss boxes to defend themselves. They even get to go for a wild ride in a speedboat and a snazzy jalopy.



PROTIP: When you're driving the speedboat in Stage 1-3, grab the Magic Water near the beginning of the stage for smooth sailing.

A Creepy Cartoon Crew

Pete's got a whole crew of creepy critters who are bent on stopping Mickey and Minnie from catching up with their boss. These include beastly bears, barking bulldogs, wiry weasels, and testy tarantulas.

PROTIP: Remember you can crouch and throw boxes as well as throw them to the left, right, and straight up in the air. You can also throw them through seemingly solid objects!

A Mickey Mouse Adventure

Mickey's Dangerous Chase is a charming adventure, though definitely a cart geared for the younger set, or perhaps the young at heart. It's not the toughest Game Boy cart around, but the cute graphics make for a Mario-like adventure that's sure to give Disney fans a thrill.

Mickey's Dangerous Chase by Capcom ($29.95 – Available March 91, 1 meg).

By C.T. Aslan

Disney's latest television cartoon hit will play on two different game systems this Summer. Capcom will offer a version for the Nintendo Entertainment System, and NEC, with the help of Radiance Software, will have TurboGrafx-16 players winging their way to fame and fortune.

We were lucky enough to get a special sneak preview of the TG-16 version and even though this game is nowhere near completion, what we saw was impressive. Just check out those graphics!

Continued on Page 40

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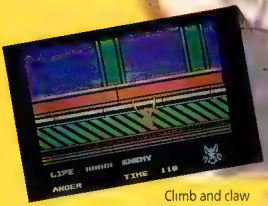

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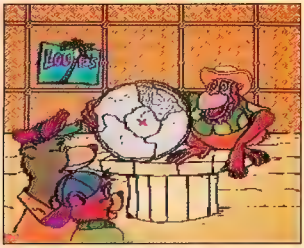
The Bear Necessities

Captain Baloo and Kit Cloudkicker, Baloo's skysledding lil' buddy, are convinced by their friend, Louie the Orangatang, to help gather missing pieces of a treasure map to the lost city of Ionia. Ionia was the home of a special room that contained the power of the universe. Unfortunately, Ionia has vanished...people, buildings, power of the universe...poof!

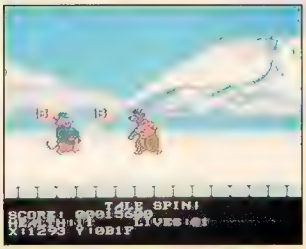


Find the remaining map pieces, and you'll reach the lost city of Ionia.

Ramblin' Bear

Your quest for four pieces of the map leads you through the Watusi River Valley, a lush rain forest filled with miles of waterfalls, streams, pools, and, of course, head hunters!

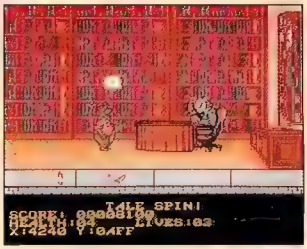
You'll scuba dive under the Great Simeon Reef, past colorful coral and tropical fish. Watch out for the electric eels and manta rays!



Snowballs are your only defense against the Thembrian soldiers.

Then you'll chill out in the Ice Caves of Thembria. Seals, penguins, and Thembrian soldiers are ready to thwart your efforts. And if they don't stop you, the infamous Colonel Spigot will, in a snowball fight to the death.

What would a Talespin adventure be without an appearance from that good tiger, Shere Khan. He's got a piece of the map in his hangar, and his panther pilots will try to throw a monkey wrench into your plans to find it.



Shere Khan will try to bring down the house...on your head!

Just for Kids

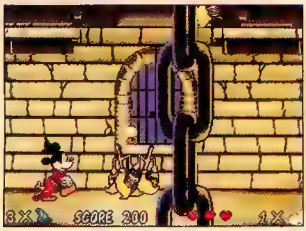
Talespin, like the cartoon, is geared towards the younger crowd. It's hard to determine how challenging this game will be once it's completed, but you can bet it'll be a real winner with the under ten set. Look for more coverage of Talespin in future issues of GamePro, and check your local video game shop in June for the first TG-16 Talespin adventure.

ANIMATED SHORTS

Here's a strip of cartoon carts coming soon to a gaming system near you!

Fantasia

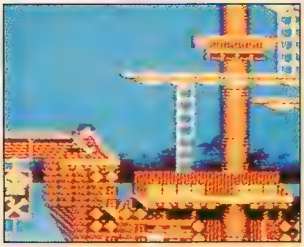
Sega for the Genesis



You take the role of Mickey Mouse as the Sorcerer's Apprentice in this multi-level adventure. The infamous brooms, flying books, fish, and butterflies are just a few of the weird entities you'll face. And check out the big boss, the face of evil himself!

Peter Pan

T•HQ for the NES



Based on J.M. Barrie's classic novel "Peter and Wendy," this Nintendo cart is also a Fox-TV cartoon show. As Peter Pan you must rid Neverland of all Captain Hook's pirates and force Hook to walk his own gangplank.

Robin Hood

Arcadia for the NES

You'll rob from the rich and give to the poor in this extremely detailed roleplay

Continued on Page 42

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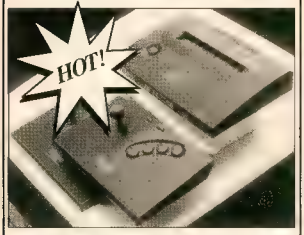

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ing adventure. Meet all the "merry men" in your travels: Little John, Friar Tuck, Will Scarlet, and if you're lucky, Maid Marion. This cart has closeup side views for swordplay and archery, movie-like sequences, and overhead perspectives.

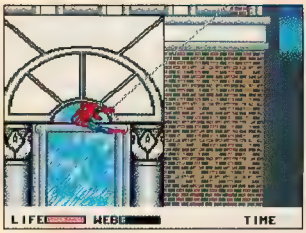
Snow White

SOFEL for the NES

Based on the upcoming animated movie, "Happily Ever After," this NES cart puts you in the role of Snow White (What? An NES title with a female protagonist?) as she battles her way through the Land of Doom in a quest to rejoin her beloved.

Spiderman

Sega for the Genesis



The most popular comic book hero of the past 25 years is – Marvel Comics' Spiderman (Take that, Batman!). All of Spidey's greatest villains have banded together to make Webhead dead. The Kingpin, Dr. Octopus, Electro, Sandman, Hobgoblin, and the Lizard all put in appearances in this multi-perspective adventure game.

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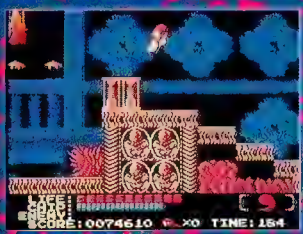
This game pack for use with the Game Boy Compact Video Game System.

By The Bohemian

Earth's defense computer has been invaded by a wildly prolific virus. Mutating like wildfire, the virus is now heading straight for the program which controls all nuclear weapons. If it isn't stopped, well, in a nutshell it's bye-bye Mother Earth!

To Err Is Computer

There are two sources of hope — Dr. Scott O'Conner (a computer expert) and a newly developed device, the Image Transfer System, which can turn a human mind into raw binary data and input it into a computer. Risking his life, Scott volunteers to act as a human guinea pig and test the Transfer System. Oddly enough, once he's fed into the computer Scott takes on the form of his great grandfather, Danjuro, the famous Kabuki actor.



Lost in computer-land.

Monkey-Man

You may wrinkle a brow at Kabuki's story line (it earns a ten for bizarre originality), but once you dig your teeth into the game-play of this single player adventure, it won't matter. With the speed and agility of a monkey you can jump, swing, kick, punch, turn somersaults, and climb your way through the six rounds of dual-scrolling madness. And, you won't have to break your back trying to master the moves.

Graphically Kabuki is standard fare. The colors are dull and dark but, then again, so is the inside of a computer. The enemies on the other hand, such as the flame-spitting Squawking Heads, the Boomerangers, and the firebomb Pit Hounds, are anything but dull. Mean and meanness, these baddies, and many others, pop up when you least expect it.

PROTIP: If there's a choice between running or climbing, climb. Though it isn't always safer, it is faster, and it enables you to avoid the many conveyor belt platforms found throughout Kabuki.

High Tech Tresses

Your main weapon, a long, wild mane of hair, is one of Kabuki's coolest features. More than just a lovely set of locks this hair is the next best thing to a submachine gun. With a quick flip of the head it sweeps forward with the force of a bullwhip and, with the exception of the lex posses, eradicates any creature in just a few lashes.

PROTIP: You don't have to run after Round Boss number one. He bounces around a lot, but eventually he moves to the center. Also, he kneels down just before he throws flames at you, so be prepared to jump over the flames. Then move in and attack aggressively before he bounces away.

Bombs Away

Not all of your fire power is in your head. In fact, there are five explosive-type weapons available, and you earn one each time you successfully complete a level. Destroy certain enemies and you get computer chips which power up these weapons. For head-to-head combat a swift whack of the locks packs more punch than any other weapon, however, there are situations where the Chip-powered weapons come in quite handy.

PROTIP: As you the climb the blue platforms at the end of Round Two, you'll come across fireball-shooting wall fixtures. You can easily eliminate them with one or two blasts from your Fusion Gun.

Gettin' nowhere fast on a conveyor belt.

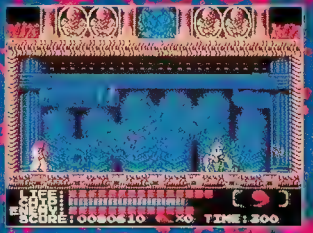
Va-Va-Ka-Boom

Be glad that your guns don't totally obliterate everything, it forces you to save them for those unforeseen situations when you really need 'em! For instance, when an enemy is positioned above you, it's almost always safer to jump up from a short distance away and fire a blast than it is to jump up to the enemy and use your hair. Of course there is a small catch: many times the closest place for you to stand is on a conveyor belt, then you've gotta' be swift.

Battin' with the big wig level bosses is a prime time to have spare ammo, to although Kabuki's nifty trade feature enables you to change Chips into Energy any time during the fight. However, this is the only time you can use this feature, so plan ahead and keep your ammo supply up to par.

PROTIP: You need lots of Energy to make it to the top of the "circuit board" in Round Two. To build up your Energy and Chips run up the first two platforms and eliminate the three Squawking Heads, taking care to duck under their fireballs so you don't lose your existing Energy and Chips. You can easily repeat this process four or five times and still have enough time to make it through the remainder of the stage.

PROTIP: Eliminate Boomerangers to earn 1-ups in Round Four.



PROTIP: Use a couple of sticks of Dynamite to blow up the two flying eyeball creatures that protect Stage Four's Boss before you attack him. Then, use the remainder of your Dynamite on the Boss while he's on the ceiling. Once you're out of dynamite you can't reach him, so lure him off the ceiling. To do this, stand beneath the white spot on the top of his head, wait for him to shoot his ray, then jump out of the way before it hits you. After three ray shots the Boss jumps down off the ceiling – here's your chance to run in and slash him with your hair.

It's a long and complicated journey to the top of the silicon heap they're calling a defense computer, but it's well worth it. The action in Kabuki Quantum Fighter is unsistently fast, with frantic, vigorating music to match. The hair weapon feature is not only imaginative, it's much more fun to use than an ordinary gun. The only thing that drags this adventure down is the painfully long and slowly scrolling storyline. Other than that, Kabuki Quantum Fighter will grab you and

Quantum Fighter by Hal America ($44.95 – Available Feb. '91, 2 megs).

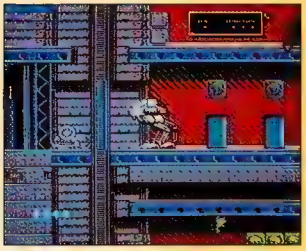
GamePro Game Rating

By Roadkill Warrior

From somewhere beyond the stars came a race of half-alien, half-mechanical creatures now known as the Metal Mechs. At first, they seemed to have peaceful intentions. Guess what? Now they're planning to wipe out the human race! Only one man stands between the Metal Mechs and Earth: Tony Martin. To save mankind, Tony must pilot a captured alien vehicle called a "Mech" and use it to destroy the invaders.

Familiar Territory

The first thing you'll notice about this cart is its similarity to Blaster Master (by Sunsoft for the NES). Both games pit man and machine in an alien-blasting shoot-out against all odds. Metal Mech, however, outshines its predecessor with more features and much larger areas to explore!



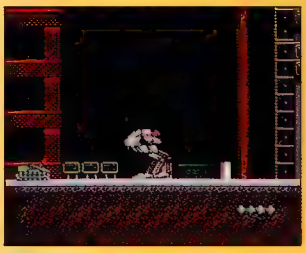
PROTIP: Make maps of Atlantis and Alien City (Levels 4 and 5). It's very easy to get lost in there!

Metal Mech's graphics are detailed though not very colorful. What makes Metal Mech a treat for the eyes is the high-quality animation throughout the game. For example, in the Level 2 Towers, even the slime on the wall moves. The Mech itself is smoothly animated as it walks, and the "death" sequence it goes through is simply unbelievable!

The sound, on the other hand, isn't quite so perfect. The background music isn't bad, but it practically disappears beneath the noisy sound effects.

Mechanical Moves

Metal Mech's one outstanding plus is its high degree of interactivity. As either Tony or the Mech, you can "play" with almost anything you see. T.V. screens, fire hydrants, and beat-up cars are all at the mercy of your blaster. Trees, chain-link fences, and vine-covered walls are all tests of Tony's climbing skills. Sometimes it's fun just to go around trying different stunts!

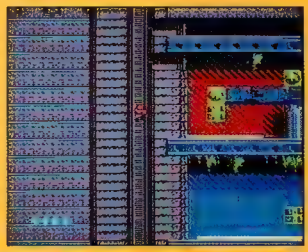


PROTIP: To travel quickly and easily through the City (Level 1), jump on the backs of the Catapults. You can't be hurt as long as you stay there.

The Mech itself is easy to handle, although mastering the art of accurate jumping can take some time. The only real problem occurs when you eject Tony from the Mech. Every time you eject, you select the next weapon (if you have more than one) in your arsenal. This becomes annoying very quickly, especially when you're in the middle of intense combat.

First Time's the Charm

Metal Mech can seem extremely tough at first. You may find yourself spending hours annihilating alien 'bots as you search for the Level Keys that get you to the next level. Once you know the keys' locations, however, most levels are a cinch the second time around.



PROTIP: The Level Key for the City is located in the sewers. Watch out for the deadly rats! They drain Tony's health rapidly.

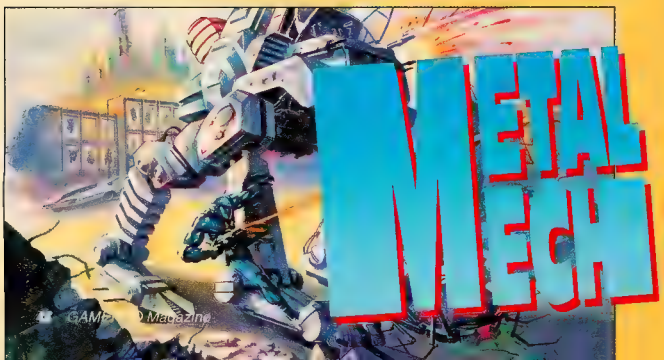
After you've played the cart for a while, the only extremely difficult part of Metal Mech is the Alien Queen's Mothership (Level 6). On this level, you control a large-scale Tony, using his jetpack and his sonic boomer to make your way through the Alien Queen's maze. Once you find her, you'll have to bust some pretty slick moves to destroy her and finish the game.

PROTIP: In the Alien Queen's Mothership, avoid enemies at all costs. They can kill Tony with just one hit!

Mech Tests Your Mettle

Metal Mech is an excellent game. If you like Blaster Master you'll certainly love this cart.

Metal Mech by Jaleco ($49.95 – Available Spring '91).



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North and South

By C.T. Aslan

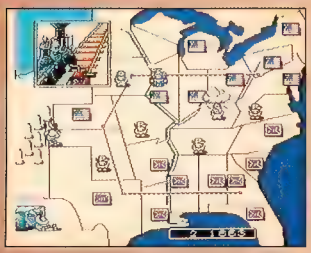
North and South is the first American history simulation to come to the NES. It isn't as complex as other games in this genre, but there's plenty of strategy and detail to keep military history buffs happy and challenge most video gamers.

Now you can refight the Civil War to either preserve the Union or help the South rise again. Challenge the computer or fight a partner. The overall objective is to wipe out the other side's army by mastering four different game play sections: the Strategy Map, the Train, the Fort, and the Battlefield.

History in the Making

You begin play by selecting one of four Civil War years (1861-64), choosing each side's skill level, and activating random options such as weather and Indian attacks. Then you move on to the Strategy Map, the most important part of North and South, where you make the big military decisions that separate the generals from the corporals: should you attack a fort or take over a territory to cut off the other side's cash flow?

On the map states appear as territories controlled by the Confederates or the Union; some are neutral. At the beginning of each turn you position soldier icons (1 icon = 1 cannon, 3 cavalry, and 6 infantry units) to capture enemy holdings or occupy unclaimed territories.



Use the strategy map to maneuver your armies through the territories.

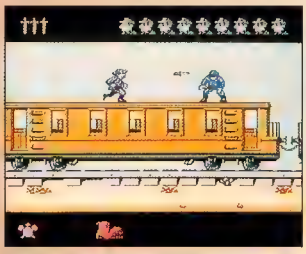
Then you invade the territory and the fun begins.

Train in Vain, Support the Forts

To buy troops, you need cash. Trains bring you cash, but they need tracks. One track runs throughout the map, so you try to control it by taking over states it runs through.

PROTIP: Intercept the train bringing cash to the enemy by taking over a territory in the middle of your opponent's portion of track.

If an enemy train rolls through your territory, rob it. Jump onto the moving train and fight your way to the engine before time runs out. Your opponent has 10 men who try to stop you (one at a time) by throwing knives or punching you out.



Head for the engineer...that's where you'll find the loot.

Find an enemy fort in a territory and you play "Capture the Flag," which is similar to robbing the train. Here you fight past 10 soldiers to nab the flag and control the fort.

You Gotta Fight for Your Right...

The Train and the Fort sequences are fun, but the best parts of North and South are the head-to-head battles. You face the enemy on a horizontal battlefield where you command the cannon, the infantry, or the cavalry.

PROTIP: Use the terrain; protect infantry behind rocks, hide cavalry behind trees.

PROTIP: When the Cavalry rides off one side of the screen, it returns to the opposite side, but for a few seconds they're paralyzed. Position infantry or your own Cavalry a few paces from where the enemy reappears, then charge forward and easily defeat them.

Victory!

North and South is a hard game to categorize, as the best games often are. It's an arcade-style action game during the Fort and the Train sequences and a military strategy contest during the Battlefield and the Strategy Map parts. It's even educational! Mount your horse, grab your sabre, and...charge!

North and South by Kemco-Seika ($44.95 – Available February '91, 2 megs).

GamePro Game Rating

FLYING WARRIORS™

MARTIAL ARTS TOURNAMENT

CHAPTER 4

SNARE OF THE DARK DIMENSION

RICK, A STUDENT OF KUNG-FU HAS BEEN TRAINING UNDER MASTER GEN DAY AFTER DAY. HE IS AN UNKNOWN FIGHTER. HOWEVER HE IS THE MASTER OF HIRYU-NO-KEN THE ULTIMATE KUNG-FU SKILL.
ONE DAY, A MYSTERIOUS MONSTER SUDDENLY ATTACKED RICK. THE MONSTER WAS A TUSK SOLDIER - A FIGHTER FROM THE DARK DIMENSION.
RICK IS A FLYING WARRIOR FROM THE LIGHT DIMENSION. HIS DESTINY IS TO FIGHT AGAINST THE DARK DIMENSION.

RICK WAS AWAKENED BY RAKAN - A MESSENGER FROM THE LIGHT DIMENSION. HE WAS TOLD ABOUT THE PLOT OF THE DARK DIMENSION. HE LEFT HONG KONG ON A SHIP TO SEARCH FOR A CLUE TO DISRUPT THE DARK DIMENSION'S PLOT.
WHAT AWAITS HIM ON THE CURSED ISLAND ARE THE MONSTERS OF THE DARK DIMENSION.

ROAR!

RICK MET MARY LYNN ON THIS ISLAND.
SHE IS ALSO A KUNG-FU FIGHTER. HER FATHER WAS KILLED BY A SOLDIER FROM THE DARK DIMENSION.
RICK AND MARY PARTICIPATED IN THE MARTIAL ARTS TOURNAMENT IN SPITE OF THEIR KNOWLEDGE THAT THE TOURNAMENT WAS A TRAP OF THE DARK DIMENSION.

WHACK!

THUD!

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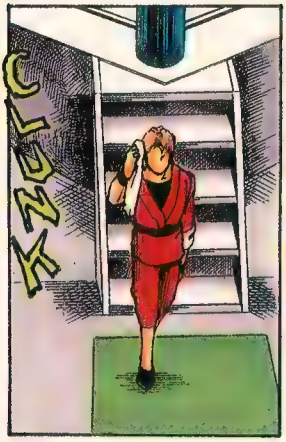
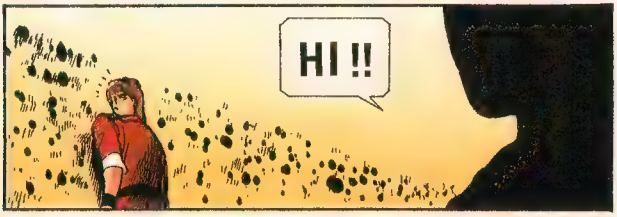
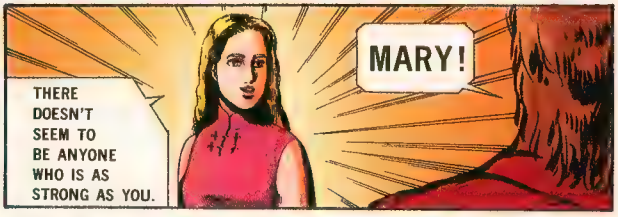
FLYING WARRIORS







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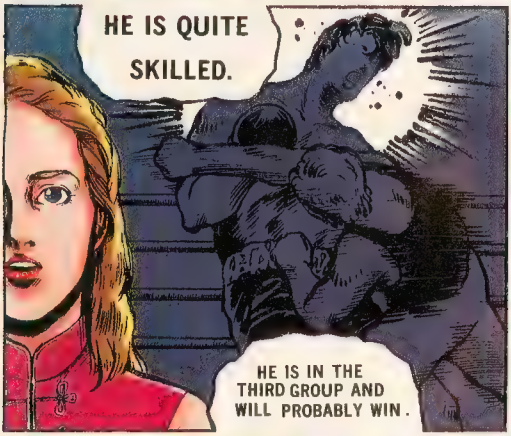
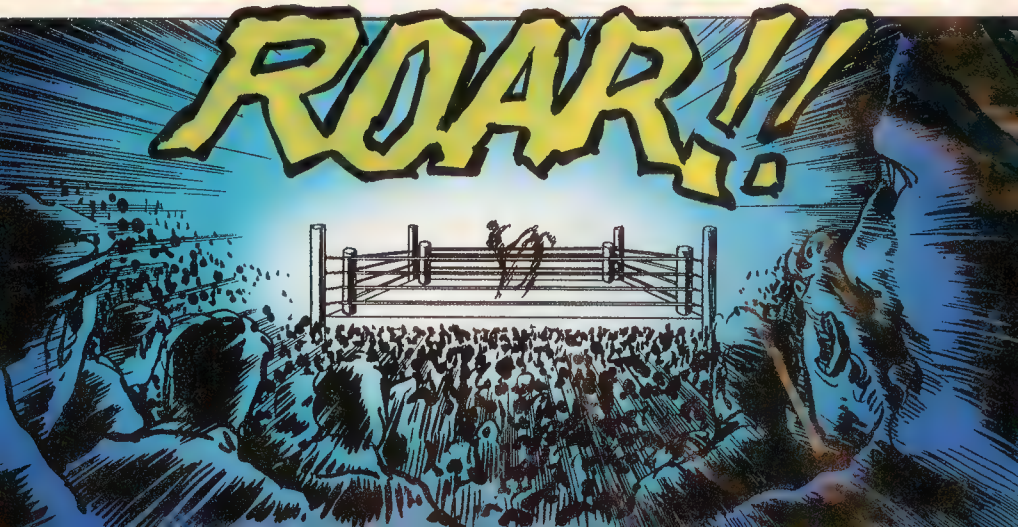
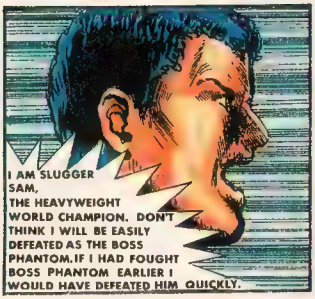
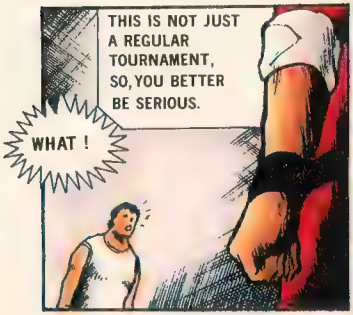




HA
THWACK!!
THAT'S HAYATO GO.
.....
THUDD
TWITCH
TWITCH
I SEE··· HE IS NOT YOUR AVERAGE MAN.
HAYATO GO — HE IS A MASTER OF MARTIAL ARTS BUT SPECIALIZES IN KARATE. HE HAS A SLENDER BUILD BUT HIS SKILLS ARE WELL HONED. IS HE AN ALLY OR AN ENEMY ?

ARE YOU THE ONE CALLED RICK STALKER ?!


I AM SLUGGER SAM, THE HEAVYWEIGHT WORLD CHAMPION. DON'T THINK I WILL BE EASILY DEFEATED AS THE BOSS PHANTOM. IF I HAD FOUGHT BOSS PHANTOM EARLIER I WOULD HAVE DEFEATED HIM QUICKLY.


THIS IS NOT JUST A REGULAR TOURNAMENT, SO, YOU BETTER BE SERIOUS.
WHAT !

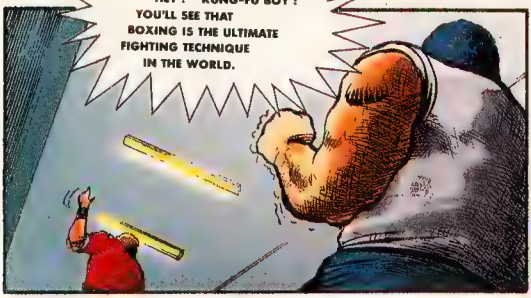
ROAR!

RUSTLE

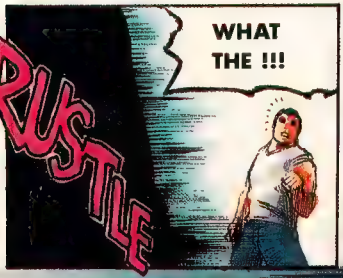
AND WHO ARE YOU ?

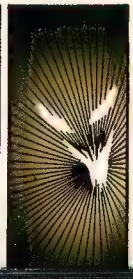
I RECOMMEND THAT YOU LEAVE NOW AND SAVE YOURSELF.

OR ELSE YOU MAY DIE !
FWOOT


HEY ! KUNG-FU BOY ! YOU'LL SEE THAT BOXING IS THE ULTIMATE FIGHTING TECHNIQUE IN THE WORLD.

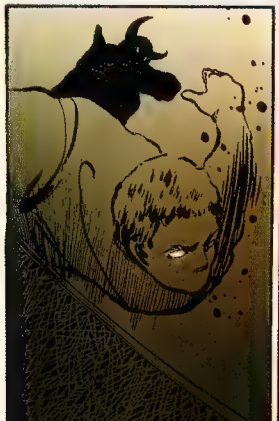
DARN YOU, DON'T MAKE FUN OF ME!


RUSTLE
WHAT THE !!!

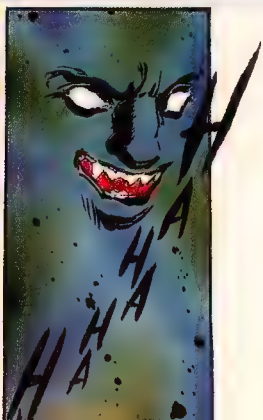


SSSSSSS

SMACK!



I'M GOING TO TAKE OVER YOUR BODY.
FWOOSH


HAHAHAHAHA

AVAILABLE FOR YOUR NES®
2ND MATCH
VERSUS THORNRAM, MUAY–THAI
3RD MATCH
VERSUS SHIRO, KARATE
4TH MATCH
VERSUS THE MAD APE, WRESTLER
SIGH
RICK!!
I'LL BE YOUR OPPONENT IN THE FINAL CHAMPIONSHIP. BE PREPARED !

CHAMPIONSHIP MATCH

THE CHAMPIONSHIP MATCH WILL NOW BEGIN.

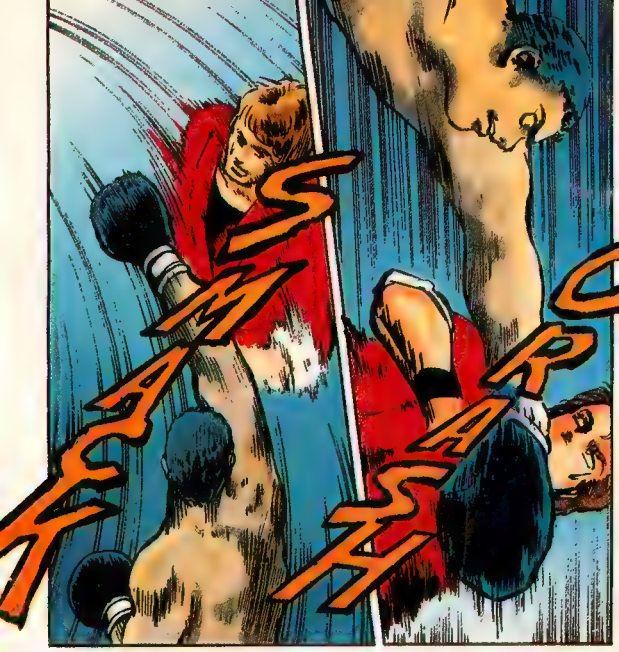
HEY!

RICK, I CAN FIGHT WITH YOU AT LAST. I'VE BEEN WAITING FOR THIS MOMENT.

ONE MINUTE! I'LL DEFEAT YOU IN ONE MINUTE!!

IS THAT ALL YOU HAVE TO SAY ? GO FOR IT !

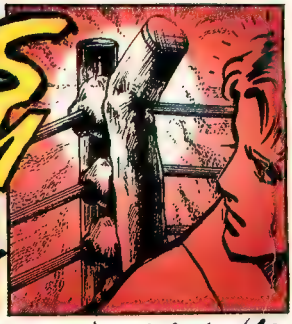
AVAILABLE FOR YOUR NES®

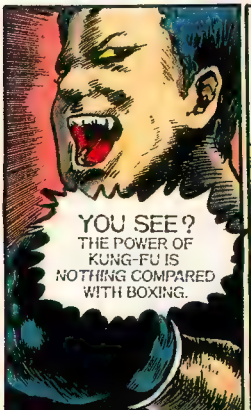

SMACK
CRASH

WELL, RICK. YOU CAN'T TOUCH ME!

DARN!
HE SEEMS DIFFERENT THEN WHEN I FIRST MET HIM IN THE AISLE.

SMAK




YOU SEE? THE POWER OF KUNG-FU IS NOTHING COMPARED WITH BOXING.

SURE···A BOXERS' PUNCH IS POWER FUL BUT IT HAS ONE WEAK POINT. THAT IS···

A LACK OF DEFENSE FOR THE LEGS!!

SPINNING GROUND KICK !!
前掃腿!!
KRASH
EEEKKK
IT'S STRANGE··· HE DOESN'T SEEM TO BE AS STRONG AS I THOUGHT HE WAS EARLIER.
HA
WHAT'S GOING ON ?!
BRRRR

RICK.

I GUESS I UNDERESTIMATED YOU EARLIER.

WHAT ?

AREN'T YOU SLUGGER SAM ?!

GRRR

SAM? HE'S DEAD. HAVE YOU FORGOTTEN ME, RICK!!

YOU··· DALLITALER!!

DALLITALER
OFFENSIVE POWER
1500
DEFENSIVE POWER
1500

I WANTED TO KILL YOU AND MAKE IT LOOK LIKE AN ACCIDENT.

DARN!

KATHONG!

LET THE DIMENSION OF DARKNESS APPEAR AND COVER THE WORLD.

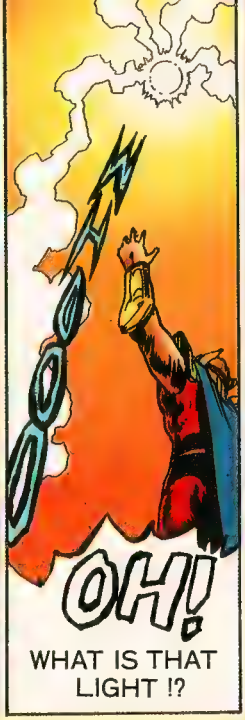
DALLITALER - ONE OF THE FOUR COMMANDERS OF TUSK SOLDIERS FROM THE DARK DIMENSION. HE INSTRUCTED THE BOSS PHANTOM TO ATTACK RICK IN THE LAST ISSUE.

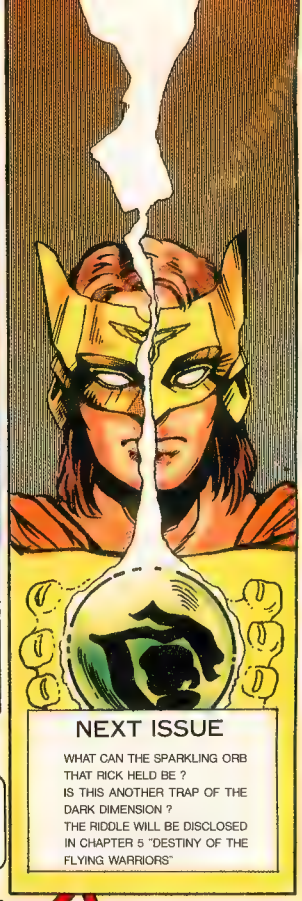
CULTURE BRAIN™

KATHONG!
WE ARE IN MY WORLD NOW. EVERYTHING IS BEHIND ME HERE.
YOU CANNOT RETURN TO YOUR WORLD UNTIL YOU DEFEAT ME!
GRRRR
AAAA
OH
SK
DARN.

SMACK!!
WHOA!!
DAK
KOW
DARN, THIS GUY IS QUICK.
RICK
LISTEN, RICK. THE SECRET OF KUNG-FU IS IN THE DEFENSE. WATCH NOT BY THE EYE BUT BY THE MIND.
THEN YOU WILL BE ABLE TO SEE YOUR ENEMIES' WEAK POINT AS WELL AS YOUR OWN. THIS IS THE ULTIMATE SHINGAN.
SHINGAN .....
THAT'S RIGHT ! I JUST REMEMBERED.

RICK.
THIS IS THE END FOR YOU.
DIE, RICK!!
WHAT!?
SST
I SEE IT !!
TRUNDFUM!!
HIRYU-NO-KEN !!
飛龍の拳!!
SWUDD!!





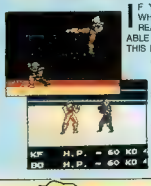
NEXT ISSUE

WHAT CAN THE SPARKLING ORB THAT RICK HELD BE ?
IS THIS ANOTHER TRAP OF THE DARK DIMENSION ?
THE RIDDLE WILL BE DISCLOSED IN CHAPTER 5 "DESTINY OF THE FLYING WARRIORS"

WE HOPE YOU ARE ENJOYING THE "FLYING WARRIORS™" COMIC SO FAR. IF YOU ARE THEN YOU WILL ENJOY THE NES® TITLE "FLYING WARRIORS™" ALSO. FOR A SPECIAL TREAT, THIS TIME WE WILL SHOW YOU A LITTLE PREVIEW OF THE "FLYING WARRIORS™" NES® GAME.

AS IN THE COMIC WE WILL INTRODUCE THE TECHNIQUE OF "SHINGAN".

WHEN YOU GO THROUGH THE TRAINING, YOU WILL BEGIN TO NOTICE YOUR OWN WEAK POINTS AS WELL AS YOUR OPPONENTS. THIS IS THE RED MARK. IF THIS APPEARS ON YOURSELF, DEFEND THIS POINT. IF THIS APPEARS ON THE OPPONENT, ATTACK THIS POINT. THIS IS THE BASICS.

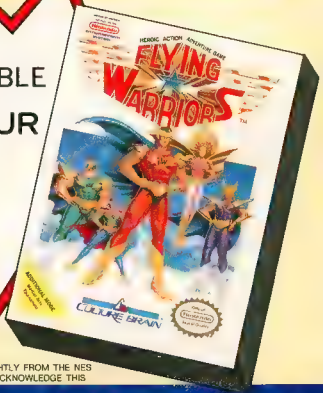


IF YOU SUCCEED HITTING YOUR OPPONENT'S RED MARK WHEN IT APPEARS, YOU WILL INCREASE THE KO GAUGE READING. WHEN THIS GAUGE REACHES 100, YOU WILL BE ABLE TO USE THE SUPREME TECHNIQUE OF HIRYU-NO-KEN. THIS IS RICK'S ULTIMATE TECHNIQUE AS WAS SHOWN IN CH. 1.

THIS SPECTACULAR TECHNIQUE ENABLES YOU TO RISE UP AND SPIN DOWN UPON YOUR OPPONENTS. IT WAS NAMED AFTER THE FIGURE OF A DRAGON FLYING UP INTO THE SKY. OF COURSE IT HAS THE POWER TO INFLICT A LOT OF DAMAGE TO YOUR OPPONENTS.

THIS TECHNIQUE IS ALSO AVAILABLE TO YOU IN THE TOURNAMENT MODE, SO THAT YOU MAY USE IT WITH UP TO 8 PLAYERS. IF YOU PLAY THIS TOURNAMENT MODE IN FLYING WARRIORS A LOT WITH YOUR FRIENDS, YOU WILL PROGRESS TO FURTHER TECHNIQUES & SKILLS.

AVAILABLE FOR YOUR NES®



YOU'LL JUST HAVE TO PLAY. ASK YOUR LOCAL RETAILERS FOR MORE DETAILS.

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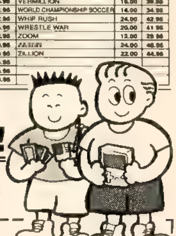

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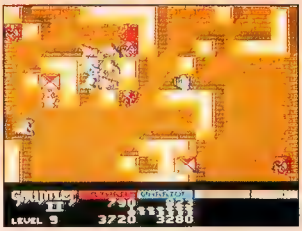
GAUNTLET II

By Andromeda

Gauntlet fans, rejoice! Gauntlet II is here, and it's an accurate version of the arcade smash, as well as one of the best four-player titles available to date for the NES. You and up to three other players can simultaneously become the famous foursome, Merlin the Wizard, Questor the Elf, Thyra the Valkyrie, and Thor the Warrior, and try to run the gauntlet once again.

PROTIP: Every once in a while you'll come to a Treasure Room. Run around and grab Treasures as fast as you can – but don't forget to find the exit or time will run out and you'll lose your treasure.



PROTIP: Protect yourself by attacking enemies through the walls. Just stand at a diagonal junction and fire away.

How can you survive this tortuous puzzle? Only with skill, cunning, teamwork, and clever use of the abundant special items scattered throughout the mazes. These include food and drink, special potions that increase your magic, defense amulets, attack amulets, Keys, and Treasure Chests that hold special surprises.

PROTIP: Teamwork is key. For example, Thor the Warrior fights well but isn't skilled with magic. Let him carry Keys. Questor the Elf is very speedy and can run away from monsters quickly. Merlin the Magician is the most skilled with magic. Keep him heavily stocked with Potions.

PROTIP: Position one character at the edge of the screen to prevent it from scrolling. Then the other characters can take out the enemies and explore without additional enemies appearing on screen.

As in the first Gauntlet adventure, the roving band tries to work its way through 100 levels of maze-like rooms, each filled with obstacles including false walls, trick exits, stun-panels, transporters, and of course optical illusions. Each room is populated by a monstrous cast of beasties, many of whom you'll recognize from Gauntlet. But the most exciting aspect of the game is the fact that the order of the levels changes every time you play. The sequence of the first five levels is always the same, but after that where you'll end up is anybody's guess.

PROTIP: If you can position your characters so that they repeatedly bounce off a Transporter into an enemy they can destroy enemies without taking damage.

PROTIP: To skip right to Level 6 search for the Exit on Level 1 labeled "Exit to 6."

PROTIP: During the invisible wall level it's best to select a leader and keep the rest of the party right behind the leader. Otherwise it's easy for a member of your group to become trapped in this level forever.

PROTIP: Fire away at the walls. Some only seem solid; they may contain hidden items.

PROTIP: Shoot containers of poison to create a deadly fog that slows down your enemies.

PROTIP: If you run out of Keys just stand still and don't attack anything for about two minutes. All the doors on the level will open.

PROTIP: If you're really stuck just stand still and don't attack anything for around 135 seconds. All the walls on your level turn into exits and you can escape.

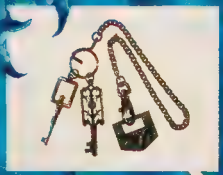
There's much more to the mystery of Gauntlet II than meets the eye. The changing levels make for a different game every time, and playing with friends is a blast. If you loved Gauntlet go buy this cart! And if you've never seen Gauntlet, go buy it anyway! It's a-maze-ing!

Gauntlet II by Mindscape ($54.95, Available Now, 3 megs).

GamePro Game Rating

Rate Dragon Warrior II

1ST PRIZE
One winner will receive a statue of Gold Man.



2ND PRIZE
Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.

3RD PRIZE
Four winners will receive the Gold and Silver Keys from Dragon Warrior II.

4TH PRIZE
Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.

5TH PRIZE
Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.

Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy** of **Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.

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SHADOW

By Boogie Man

New York City's been taking a lot of hits in the media lately. But if you think the Big Apple's bad news now, it's positively rotten to the core in 1997!

That's the year Shadow Dancer, the long-awaited sequel to Sega's Revenge of Shinobi, forces Joe Musashi (a.k.a. Shinobi) out of retirement to once again wipe out Genesis-generated bad guys and save the world. But Joe hasn't spent his off-time lost in meditation; he's been busy training a crafty co-star – a big, white German shepard.

If you can make it here, you'll make it anywhere.

If you're a bonafide student of Shinobi start loosening up your "throwing" thumb; this sequel's a good one, featuring shuriken-tossing up the kimono. However, although its graphics and overall challenge are above average, it's definitely a notch below Revenge of Shinobi. And if you got off on the arcade version of Shadow Dancer, be forewarned: this cart only has a bare bones resemblance to the coin cruncher.

Dancing in the Shadows

Still popping brain cells trying to figure out what "Neo Zeed" means, Shinobi vets? Here's another headache for you: this time you battle the evil minions of "Union Lizard." These fanatics have taken a load of blondes hostage and utterly devastated New York City in the process. As Shinobi, you and your canine sidekick must rescue fair-haired slaves in every stage.

You get five rounds of basically horizontally scrolling action, although there's an outrageous elevator battle up the side of the Statue of Liberty in Round 3.

No sightseeing allowed on the Statue of Liberty.

Each round consists of either two or three good-looking stages – on streets of fire, across a bridge, up Lady Liberty, across a dark and deadly cavern, and through five murderous rooms – and a boss stage.

Up against the Wall.

PROTIP: Round 2's Wall Monster boss has a big mouth.

PROTIP: Round 3's boss lady has one weak spot. Wait for her to roll the saw blade at you.

PROTIP: Round 4's flying Fire Wheel boss has a weak hub.

After you beat a stage boss, you get a rad bonus round – a dizzyingly-paced, vertically-scrolling dive off the edge of a building, where you plummet through space, tossing throwing stars down at a horde of ninjas flying up at you.

Take a fall during the Bonus Stage.

ILLUSTRATION: ERIC APEL

[illegible]

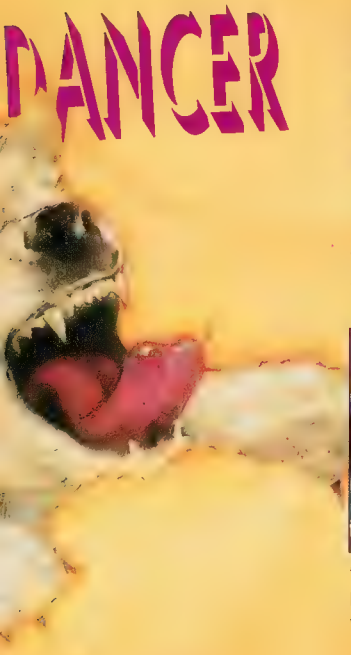
Points add up to extra lives, but you'll find a few 1-Ups and 2-Ups, too. There are three levels of difficulty, each of which increases the number of evil-doers you face.

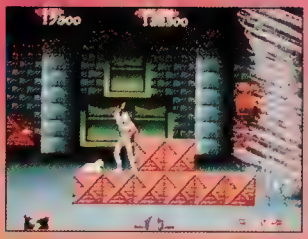
PROTIP: There's a 2-Up in Round 3 Stage 2. You must power up and then zap the lone Spinning Warrior on the extreme right side of the ground floor.

Fighting Tooth and Shuriken

Shinobi's got all his regular moves including the gravity-defying somersault, but his weapons are slightly different. Unlike Revenge of Shinobi shurikens are unlimited, but they still automatically turn into a devastating katana (sword) during close shaves. If infinite throwing stars is too sissified for you, check out the "no-shurikens" mode.

During every stage you can also cast a unique ninjitsu magic, but this time around, you only have one magic ability per stage which means you'd better use it at the right time.





One of Shinobi's magic moments.

PROTIP: The Red Ninjas are a big league pain, but remember they land, where you [illegible]

PROTIP: From Round 2 on, try saving your magic till you face the bosses. It cuts down two of their lives.

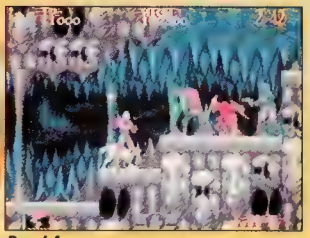
As far as video animal talent goes, Joe's dog is totally blue-ribbon. He barks when enemies are near, and he always "heels" after he attacks. He's easy to control, too. Simply hold down B till an onscreen dog icon flashes then release it; your woofer puts the bite on your enemies till you waste them or they beat him up. When that happens your pooch becomes a helpless pup, literally shrinking onscreen.

PROTIP: The dog barks at off-screen enemies. You can't get them until they appear, but he can attack.

PROTIP: The dog is best against gunmen. Enemies with sharp edges make dog meat.

Shadow of Revenge

Shadow Dancer's a good sequel, but it suffers in comparison to Revenge of Shinobi. The regular enemies are deadly, but they don't have the wicked moves of some of Revenge's bad guys. Also there are hardly any obstacles or traps to chal-



Round 4 cavern carnage.

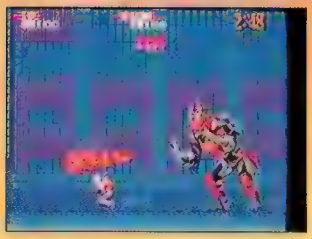
lenge your jumping skills. And unlike Revenge with its tricky maze at the end, Shadow's conclusion features five rooms that are strictly linear.

PROTIP: In Round 5's Room 2, when you face three or more Spinning Warriors, stay back and let them spin together. Three become one.

PROTIP: In Round 5's Room 5, a 1-Up sometimes appears just above the exit.

PROTIP: In Round 5's Rooms 4 and 5, try not to use Ninja Magic until the nasty crowd of ninjas shows up just before you reach the exit.

The graphics, too, don't quite have the overall pizzazz of the original. Most of the backgrounds don't jump out at you like Revenge's did. And taken as a whole the U.L. soldiers don't look nearly as slick as Revenge's band of assassins.



The Round 1 boss plays a hot game of peek-a-boo.

On the plus side, this tough cart puts up a good fight. The dog is a great ally. Some of the bosses look sharp and they'll make you work, too. The sounds are right on. The bonus stages are fast-paced, fun games within a game.

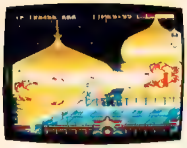
Thank you, Masked Man

Conclusion. If hack-n-slash ninja action jacks you up, go for either Revenge of Shinobi or Strider (see *GamePro*, February '91) first and then put the moves on Dancer. Shinobi masters, however, must try this cart. Even though the sequel doesn't rise above the original, Joe knows ninjas.

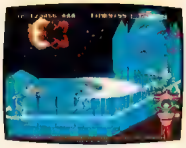
Shadow Dancer by Sega (Price Not Available – Available Now, 4 megs).

GENESIS™ DO

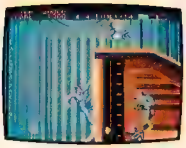
THE FIRST AND ONLY



1. Hang gliding deep into enemy territory is just the start Past these gleaming turrets lie frozen wastes, mechanical jungles and gigantic battleships.

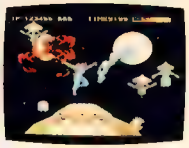


2. Beware of the burly machine gunners Unleash your laser sword Watch for the special item to get a super sword



3. Use your grappling hook to clamber up vertical walls, while fierce guards attack without mercy

4 On the top of a building, climb rickety scaffolding to build your stamina. Also collect a mechanical attack bird here.



5 Collect two drones and then you get the white mechanical panther to help in your assault, as he leaps at the moon.

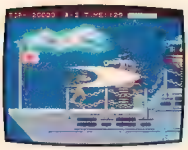
ES STRIDER.

7 8-MEG GAME EVER.

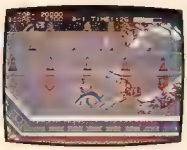
6. Mad wolves lunge at you from deep in the arctic wastes. Here you can get a friendly droid to help you battle the enemy.

7. In the midst of angled scaffolding, mechanized defenders rock on ball bearings as they try to blast you into atoms.

8. Within the forest you fling yourself onto swinging vines and meet Amazon women. Don't fall—deadly piranha fish infest the waters below.



9. Automatic cannon fire assaults you aboard the fleet cruiser of the evil empire. Soon you'll face its largest cannon—it's awesome.



10. You must face and defeat such mechanical minions of death, before you reach the inner sanctum of Number One.

It's here. Strider—the most powerful home video game ever. The ultimate arcade hit. From hard hitting non-stop action to the awesome graphics and radical gameplay. Strider is definitely here!

An evil Syndicate has violently overthrown Russia and is using their scientific and military might to take control of the world. You land your hang glider in an industrial town and begin your quest to defeat the evil mastermind. You use your incredible acrobatic skills as you leap onto moving platforms, climb to the top of I-beams with your grappling hook and slide with heels dug in down steep slopes while you evade razor sharp spokes.

With your only weapons, a trusty laser sword and swift hover craft, you take on mutant centipedes, ancient dinosaurs, pirates, mad dogs, monkey-like mechanical robots and finally the evil mastermind in his mechano-skeletal headquarters.

It's what happens when 8-meg power combines with the only true 16-bit system. Only on Genesis by Sega.™

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GENESIS DOES IT ALL.

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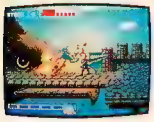
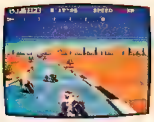
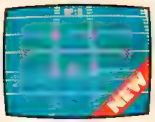

Golden Axe

Space Harrier II™

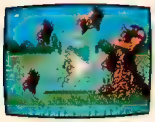

Super Hang-On™

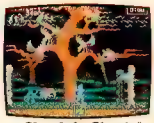
Super Thunder Blade



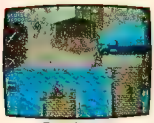
Cyberball

Strider™

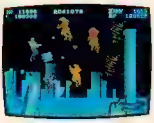

Altered Beast™


Ghouls 'n Ghosts™

The Revenge of Shinobi


Rambo III®

Truxton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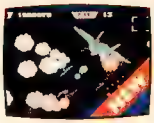

Afterburner II™

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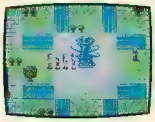
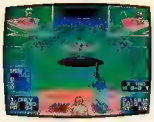

Phantasy Star II

The Sword of Vermillion

SPORTS GAMES: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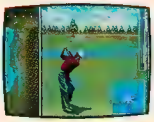
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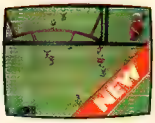
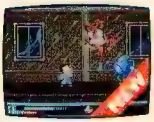
James "Buster" Douglas Knockout Boxing™



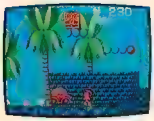
Joe Montana Football**

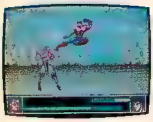
ACTION GAMES:

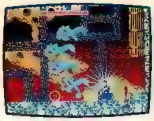
Thunder Force II



Ghostbusters II™


Alex Kidd: Enchanted Castle™


Last Battle™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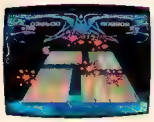
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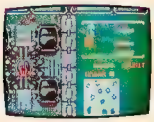
Columns™


Herzog Zwei

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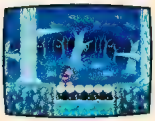
The Castle of Illusion™ Starring Mickey Mouse

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namco 2 PLAYERS

This is Powerball, the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

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namco
The Game Creator

Sword of Sodan

By C.T. Aslan

Hack and slash fanatics rejoice! Sword of Sodan is out for the Genesis, and it's slice and dice time. Zoras the malevolent wizard has zapped your pop, King Pallas, and claimed the throne for himself. As one of King Pallas' two surviving heirs, the task has fallen to you to reclaim your father's kingdom.

Sword of Sodan is a seven-level, gory, horizontally-scrolling, fight-to-the-death cart designed for gamers who don't like to read instruction manuals before getting down to business.

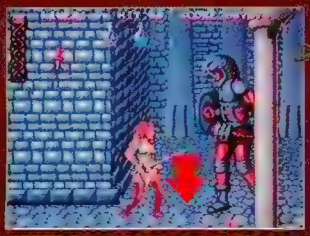
This one-player cart imitates the best sword 'n sorcery arcade games perfectly – including the realistic grunts and groans and the large, colorful characters that gush blood when they bite the dust.

Pick a Potion, Any Potion

Naturally, there's a little more to S of S than slicing up enemies. Occasionally, colored potions appear that your character can pick up and drink. Potions come in four colors and combining them produces different results. A little experimentation goes a long way in Sword of Sodan.

PROTIP: Combine the red and the purple potions to gain a free life (up to nine lives maximum). Build up your lives during the first three levels.

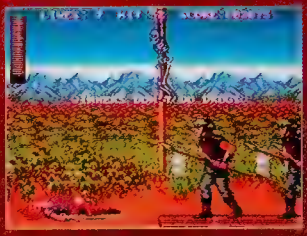
PROTIP: Drinking four purple potions simultaneously enables you to warp to the next level. Use this trick to warp past the Zombie Graveyard. It works until you reach the Foyer of Castle Cragganmore.



PROTIP: To avoid pit traps in the Foyer, look for a slight discoloration on the floor. That's where the pits open.

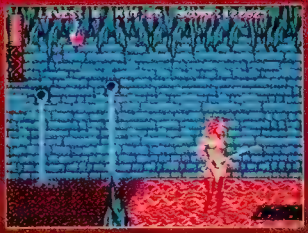
PROTIP: In the Foyer, avoid the first two pits but deliberately jump into the third pit to warp to the next level without taking any damage.

PROTIP: You can never carry more than four potions at once – you have to use them to get more.



PROTIP: Use one of each color potion simultaneously; you'll die instantly and receive an anti-drug message.

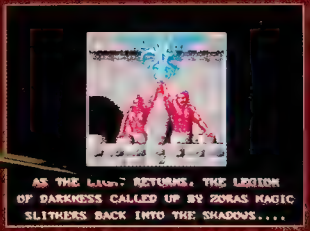
PROTIP: After defeating the Flying Bugs in the Underground Passage, move to the far right of the screen, kneel down, and thrust your sword to the right. You'll kill a wizard coming from the right side before he has a chance to damage you.



PROTIP: You can walk on the lava pits in the Underground Passage if you use the blue and the purple potions to create a shield.

The Mark of Zoras

What would an adventure game be without an ultimate evil? Sword of Sodan has one of the baddest villains to ever slime his way into a Genesis cart. His name is Zoras, and he makes Darth Vader look like a Boy Scout. Zoras appears in two forms, a large "Jabba the Hut" type creature and a human. Either way, he's deadly.



Quick wits and a sharp sword is what you need for victory.

PROTIP: When Zoras first appears in the City Streets, he can't be hit. Don't waste your time hacking at him, go after the flying bug that accompanies him.

If you're looking for a real brain-buster, find another cart. But if it's blood and guts you want, Sword of Sodan could be your cup of plasma.

Sword of Sodan by Electronic Arts ($49.95 – Available Now).

GamePro Game Rating

Graphics | Sound | Gameplay | FunFactor | Challenge

Jamie Bunker
Professional Gamer

"Here's one game that really smokes"

When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was twelve. And when we introduced Jamie to the eight meg power and 3 way scrolling graphics of Gaiares, he was blown away.

Why? Because Gaiares is the first of its kind to offer universal action, outrageous sound, plus a side kick probe that terrorizes enemy ships by stealing their fire power, then returns so you can blow them out of oblivion.

So before you buy the next game for your Sega system, see what the pro's go for, then go for Gaiares.

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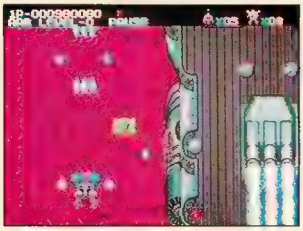
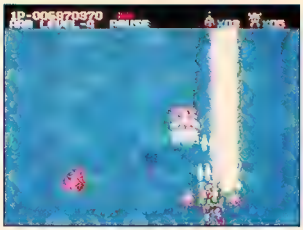
MUSHA

By Doctor Dave

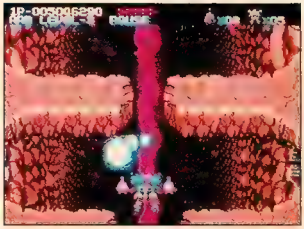
It's 2290 and the Intelli-computer, "Dire 51," has gone berserk and threatens to destroy the Earth. It's up to the MUSHA Team, using a highly advanced form of Armed Armor, to short circuit Dire 51 before it wipes out the planet. MUSHA is a one player, vertically scrolling shoot-em-up. You become a MUSHA agent and battle Dire 51 through seven rounds of non-stop action in the skies above the Earth. In addition to your normal weapon, you can grab three special weapons – a powerful beam, missiles, and a shield. Destroy enemies and grab differently colored capsules to power-up your weap-ons. Snag power chips and use them to build different defensive formations. You've got endless continues, and you'll need them! MUSHA just might turn your brain into mush!



PROTIP: Stay clear of the Laser Cannons on this lava death ship. They'll fry you in an instant and they're difficult to destroy.



PROTIP: When you fly through the clouds watch for shadows below you to show you where attacking enemies will emerge from the clouds.



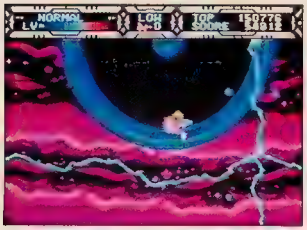
PROTIP: Keep your wits about you! During this area the game scrolls rapidly and you must battle attacking enemies while simultaneously dodging your way through a cliff-like maze.

Musha by Seismic (Price Not Available – Available Spring '91, 4 megs).

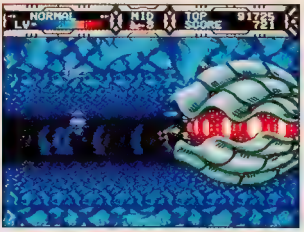
Gaiares

By Doctor Dave

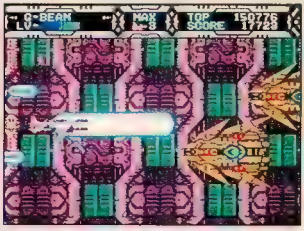
It's the not-so-distant future and Earth has been turned into a polluted wasteland. The surviving humans have just discovered that Gulfer, an intergalactic terrorist organization, is preparing to use the Earth to make deadly weapons. Dan Dare, an ace fighter pilot, is out to save the planet in this one player, horizontally and vertically scrolling shoot-em-up. The game features eight tough levels of fighting over land, under water, and even inside of the planet. Each stage ends as you battle a terrifying boss. You begin the game with basic firepower and missiles and search for over eight special weapons, including three special defense weapons, using a unique TOZ system. This device enables you to latch on to enemies and make their weapon systems your own. This spectacular shoot-em-up is a must for space gunners everywhere. Novice space jockeys need not apply.



PROTIP: Watch out for the Black Holes. If you're sucked into the middle you'll blow up. The lightning is distracting but not harmful.



PROTIP: Beat this Stage 2 underwater boss by staying in the upper left portion of the screen and positioning TOZ directly below you. Now you can blast away without taking any damage.



PROTIP: Use TOZ to grab middle bosses' weapons and then use them to destroy the bosses.

Gaiares by Renovation ($69.95 – Available Spring '91, 8 megs).

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!

PAC-MAN © 1980, 1990 Namco Ltd.

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

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There's Ghosts to gobble so get Pac'n.

namco
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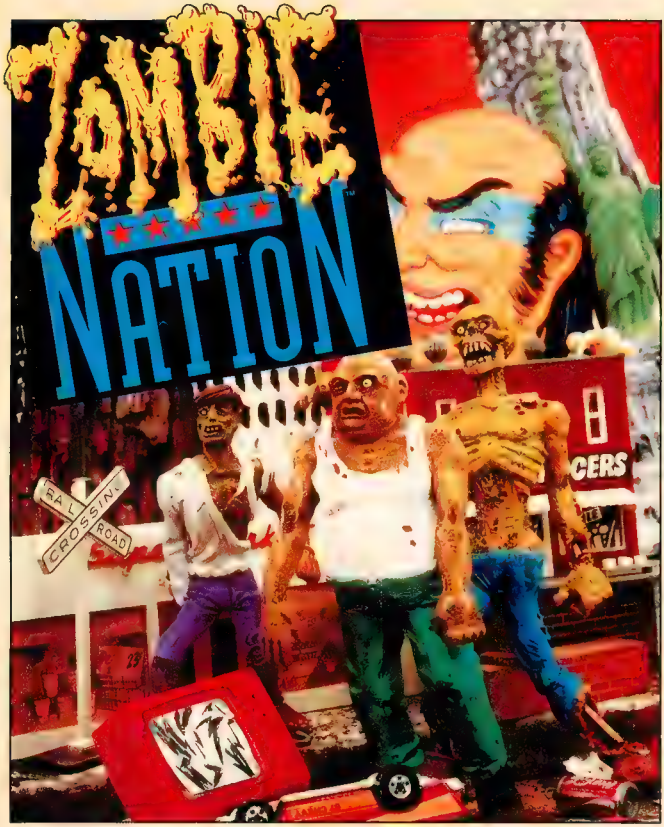

Monday December 13, 1999

Zombie Hoards Attack U.S.

▪Strange samurai head heading to New York City.

By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange magnetic rays, Darc Seed has turned the helpless nation into zombie slaves and has brought the Statue of Liberty to life to do his dirty work.

There Goes the Neighborhood

Mrs. Emma Nuttz of Brooklyn had this to say about the situation. "Just when it seemed safe for decent folks to walk the streets again along comes this Darc Seed with his gang of Zombie hooligans and there goes the neighborhood. And if that wasn't bad enough, it seems the only way to defeat this ruffian is by totally destroying every in sight. Now there really goes the neighborhood!"

Mr. I.M. Sickentired of the Bronx added, "As if we didn't have enough stinkin' garbage on the streets already. Between the freakin' wino's and the blasted beggars and all the other louses already fouling up this miserable town...and now these sleazeball zombies!! It's enough to make me want to move to freakin' Los Angeles with all the other fruits and nuts!!!

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er, ahem, ah, I am doing everything, ah, er, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, um, a swift and satisfactory close. I er, er, um, have no further er, er, comment at this time. Thank you".

ZOMBIE NATION:
Ground Shaking NES™ Action

Zombie Nation is a ground shaking action/shooting game.for the Nintendo Entertainment System®. The object of the game is to wreak total destruction on everything you see by firing powerful projectiles (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).

ZOMBIE NATION:
Devastating Graphics and Pounding Sound Effects

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path.. So don't just stand there like a Zombie, get your copy now!

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By Andromeda

He's back...er bad...er, well, you get the idea. M.J., the dancing man himself, has sashayed over to the Sega Master System. In this version of the arcade and Genesis title, Michael is once again out to rescue all the children in the world from the clutches of Mr. Big, the psycho mastermind of crime. The diabolical Mr. Big plans to brainwash the little tykes and use them as his slaves. But not if Michael has anything to say about it.

Michael's Moves

The J-Man's got some fancy moves in this one player version of the game. Although he's more limited than in the Genesis cart, Michael can still kneel, punch, kick, jump and hit, Moonwalk, spin on his toes, toss his hat, and strut his stuff during a Dance Attack.

PROTIP: It's hard to get Michael to do exactly what you want him to with the Master System controller, particularly when he goes down stairs. Try using a Genesis controller for better control – just remember you won't need one of the buttons at all.

PROTIP: The Dance Attack looks nice but doesn't do a whole lot for you. Stick with the basic moves for the best results.

Twist and Shout

To make it to the final confrontation with the nasty one you'll have to slip into Michael's dancing shoes and "Beat It" on down to Club 30, a Parking Garage, a Graveyard, an underground Cavern, and the technoid towers of Mr. Big's hideout. It's five levels, each with three different stages, of vertically and horizontally scrolling arcade-style action, plus a final confrontation with the dreaded Mr. Big.

To clear each stage you and Michael must find all of the kidnapped children that Mr. Big has stashed in some pretty tricky hiding places: behind doors, near windows, in back of gravestones, and even inside the trunks of cars. The faster you find the children the more points you score. You've got three Michaels per game and unlimited continues. A Star Magic gauge on the left of the screen indicates how much life you have left.

PROTIP: In some hiding places you'll find little Michaels. When you snag one of these you get extra Star Magic on your power bar. A good strategy is to learn where these are located and avoid grabbing them until you really need them.

"It's After Midnight and Something Evil's Lurking in the Dark"

Mr. Big's cronies are a mixed lot. Club 30 is packed with gun-toting con men in blue suits.

PROTIP: Watch for the blue suits that jump out of the windows from above. These are usually the ones toting guns. Bad guys leaning against the wall and trying to look casual often have guns also.

PROTIP: Beat the blue suits at the end of each stage by kneeling, pivoting left and right, and punching them when they come to you.

A gang of tough guys, some packing bats, roam around in the Parking Garage, as well as a nasty pack of Dobies whose bite is worse than their bark.

PROTIP: The Dobies come in low and nip at your heels. Try to kneel and toss your hat at them.

PROTIP: To beat the Dobies at the end of 2-3 kneel just to the left of the red car, and keep tossing your hat.

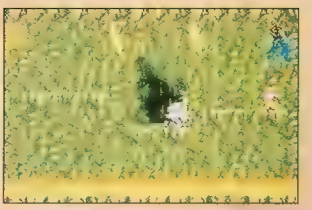
Ghastly Zombies leap from tombstone to tombstone in the Graveyard and creep around in the underground Cavern with Spiders and laser-toting bad guys.

PROTIP: The best way to put Zombies six feet under is to hit Buttons 1 and 2 simultaneously to do a jump and punch move. If you punch them in mid-air they're done for.

PROTIP: Search inside of the Caverns for the missing children. The large Spiders on the wall show you the location of hidden doors.

PROTIP: To beat the laser-toting goons at the end of 4-2 just jump to the top of the cliff and let them drop to the floor. Then jump down behind them and get rid of them with a swift kick or punch.

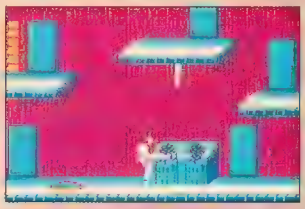
MOO



PROTIP: Grab the children inside of Caverns like this by kneeling on the right edge of the ledge and punching the Zombie's feet.

PROTIP: Mr. Big's laser-toting cronies at the end of 4-3 are easy to stop if you jump over them and kick them from behind.

Mr. Big's technoid towers are heavily guarded by goons with lasers as well as automated laser cannons on the ceilings that track you with a vengeance.



PROTIP: Kick the computer panels to destroy them. This will temporarily stop the ceiling lasers from firing and also open doors to different passageways.

You'll "Beat It"

Unfortunately Michael's magic, the gorgeous graphics, and the nifty tunes (including "Bad, Beat It, Billie Jean," and "Smooth Criminal") just don't make up for the "baddest" part of the game - it's just too easy! But hey, if "you wanna' be startin' something" with Michael you may find the game's a "thriller" anyway.

Moonwalker by Sega of America ($29.95, Available Spring '91, 2 megs).

ILLUSTRATION ERIC LEE

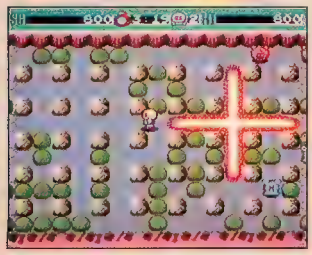
By Riff-Raff

The ruthless Black Bomberman has whisked away your pal the professor's daughter and you're, er, a-mazed. That is, you have to solve 64 tricky, monster-filled mazes in order to get her back. Fortunately, you fit your mission to a T-N-T – you've got a load of little, black bombs that are just what you need to pave an explosive pathway to the Black Bomberman's castle!

The Black Bomberman's castle: you might never see it up close.

Lost in a Maze

Bomberman is a typical maze chaser in the classic Pacman mold with eight levels and eight stages per level. In every stage you get an overhead view of a brick-laden maze patrolled by fat, little monsters (basically highly evolved Pacman beasties). The goal is to bomb all the beasts, blast bricks to find the maze's exit, and not blow yourself up. Oh yes, you've only got four minutes, too!



Gotcha!

You get a password for each stage you complete, and if you replay a maze the layout changes. All eight levels finish with boss stages and in the final stage you trade blasts with the Black Bomberman – and he ain't alone!

PROTIP: Sometimes if you do nothing at all during the beginning of a maze, an icon worth extra points appears, but that eats up the clock, too.

PROTIP: If you can bomb all the blocks and leave the exit block for last, you earn bonus points.

More Power to You

In the early going, once you drop a bomb you can't plant another until it blows up. As you annihilate bricks searching for the exit, you'll uncover hidden power-ups that open up entirely new levels of strategy. For example, each Bomb icon enables you to drop an extra bomb at a time and with the Detonator you can pinpoint exactly when your bombs will explode.

PROTIP: Drop several bombs close together in a row and you produce an awesome blast.

PROTIP: After you blow up your pursuers, find the flashing brick for a bonus item.

PROTIP: Be careful not to trap yourself! A Bomb laid is a Bomb played; you can't run through it.

PROTIP: Be alert! Running from the enemy can sometimes lead you right into your Bomb's blast.

PROTIP: Don't blow up bricks at random. Study the maze for places where you can corner creatures with a Bomb.

This Party's a Bomb

Double and even quintuple your pleasure by playing the competition mode with your friends, that is, your enemies. With a TurboTap up to five players can simultaneously try to drop the big one on each other. There's even a link feature for TurboExpresses. These free-for-alls are dyno-mite!

There's a mode for everyone: solitaire, multi-player competitive, or TurboExpress link.

The monsters travel right through walls, and hidden "power-downs" can make you an easy target.

PROTIP: During multi-player games be patient! Sometimes, if you wait long enough, the computer baddies get your opponents for you.

Bombs Away!

Bomberman's reminiscent of early arcade hits like Pacman, and some solo players might not find it explosive today. But if you like crowds, this is one of the most fun multi-player games around. For beginning gamers or anyone looking for an addicting, relatively simple-to-play puzzle game, Bomberman is a blast.

Bomberman from NEC (Price Not Available – Available Spring '91, 2 megs).

GamePro Game Rating

Navigate The Ocean Depths Or Klash It Out In The 23rd Century With Sofel.

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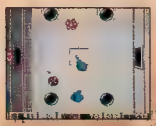
The future in your face.

SOFEL takes life-simulation into the future with the release of our newest game, KlashBall™, for the Nintendo Entertainment System®. In a stadium hundreds of years from now, techno-gladiators do battle, combining contact with speed and finesse. Two five-man teams go for it, each fighting to deliver a three-kilo metallic energy sphere into the opponent's goal zone.



The arena is way hectic.

It isn't pretty.

Teams challenge each other in a surreal arena that utilizes devices such as a warp tunnel, ball launcher, and magnetically charged bounce domes.

The gnarliest teams in the world.

KlashBall™ features a complete league system. There are eleven rowdy teams, each with unique skills, strengths and weaknesses. After each match the central computer analyzes the outcome and records the stats. Play against the computer or klash it out with a friend.

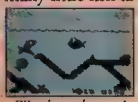
Know your competition.

It might be too real.

If you're ready, take a trip into the 23rd century with KlashBall™. A game so real, it's in your face!

Get your feet wet.

Navigate through the ocean depths with the original aquatic homeboy, Fish Dude™. The object is to eat as many little fish as possible so Fish Dude™ can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude™ has some cool pals like Octo dude to help him out of tricky situations. Come on, get your feet wet and explore the high seas with Fish Dude!



Watch out homey!

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TRICKY KICK

By C.T. Aslan

Tricky Kick is a one-player puzzler filled with cute creatures and 120 levels (60 regular levels and 60 hidden levels). If you're a puzzle cart fan, you're already familiar with the "how-tos" of this game – but perhaps we should start with the "whys."

If It Wasn't For Bad Luck, I'd Have No Luck At All

Once upon a time (now there's an original beginning!) in a land called Meril, a young elf named Oberon lived happily among the forest creatures, probably surviving on tree bark and other 'natural' goodies for food. Elves are into that stuff.

One day an evil sorceress named Kymera wandered through Oberon's hometown, er, homeforest. She looked around at all the happy creatures and thought, "What's going on here? Did everyone just hit the lottery?" And since no evil sorceress in good standing with the Bad Witch Guild of Meril could resist spoiling some other creature's good fun, she let fly this cruddy curse.

Now Oberon and all his descendents are doomed to live forevermore in a maze world full of creatures with bad attitudes, unless they find a way to destroy their opponents and escape.

Oberon must rescue his fairy friend from a maze-like forest.

Luckily, Oberon and his brood are blessed with a special power. By kicking any enemy in their path, they can send it sliding away until it's stopped by an obstacle, or another enemy. And if two identical enemies smack together, they vanish.

Creature Punting

Your goal in Tricky Kick is to smash matching creatures together so they disappear, but you better pay attention and plan your moves after every turn. If you get trapped in a corner you're out of luck.

Smashing two like creatures together destroys them both.

You can begin play with any of six characters, every one in a unique world. Each character must complete 10 levels, but since you get passwords after completing a level you don't have to finish off all 10 before trying another character's world. Polish off 60 levels and you can get 60 more if you figure out the secret password!

PROTIP: The secret password really is a word, but it really is a secret, too. Trial and error is the only way to figure it out.

PROTIP: If you're looking for Protips, just check the manual. This game is simple to learn and really has no tricks to it. But here's a password that starts you on Oberon's third level: SA9AA863.

Every character lives in a unique world with its own special creatures.

A timer keeps you moving along, and you can redo your last move if you make a mistake. At later levels, there are rebound bumpers, secret passageways, and arrows that alter the direction of objects you punt.

Kicky Tricks

Tricky Kick is an extensive and challenging game that's great to take on with an audience. It's one of those carts that's bound to stir up a lot of group participation – everyone has their own strategy. My only knock on this cart is that the text is poorly translated from Japanese. If you're like me, you're probably tiring of game conversions from Japan that still contain awkward translations and difficult-to-pronounce Japanese names.

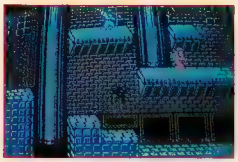
If you look past the cultural/language problems, Tricky Kick is a kick – and an addictive one at that!

Tricky Kick by I.G.S. ($48.99, suggested retail – Available Now, 2 megs).

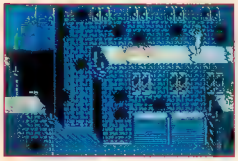
GamePro Game Rating

Because two Ninja are better than one!

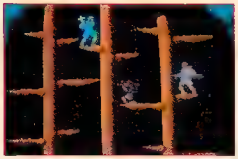
The Earth fell quickly to the destructive invaders. In Japan, Ninja came out of the shadows to battle this mysterious enemy, but were eventually driven out. Two special Ninja of the Kawari Clan, possessing ancient knowledge, have returned to avenge the people and destroy this alien threat.



You and a friend change into the heart of the Inimicus stronghold.



The last secret of the Ninja – change into one of four Ninja beasts!



Use a throwing star, sickle, bo, or katana on your unfortunate enemies!

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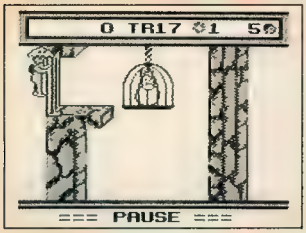
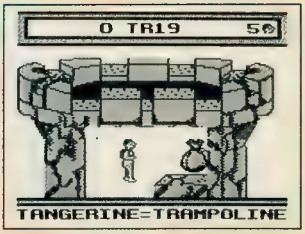
The Rescue of Princess Blobbette

By Abby Normal

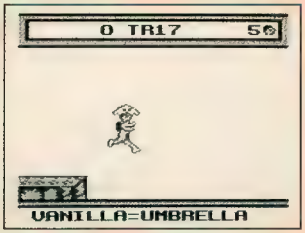
Our old, bendable-buddy Blobert, hero of Absolute's NES hit A Boy and His Blob, is wrestling with another hometown trauma. Blobolonia's resident alchemist has abducted Princess Blobette and is keeping her stowed away in his castle. Blobert (better known as Blob) can't solve this "bloblem" alone, so he calls upon his NES co-star, Earth-Boy, to help him save the malleable gal in distress.



Help me!



PROTIP: You can't open the foyer door without a key. Use Blob as a trampoline to reach the ledge above the door. Here you'll find the beans you need.



PROTIP: Use Blob as either an umbrella or a bubble to float off the ledge where the second bag of jellybeans is located. Search the air thoroughly and you may find enough Peppermints for an extra life.

Full of Beans

This single player game is one of logic as well as action, and you won't get past the front door, let alone the alchemist's maze of traps, unless you understand the blob-by equipment you've got to work with. And beware, this short-lived journey is not broken down into clearly marked Levels.

Via sacks of jellybeans plus Blob's insatiable appetite, you have the power to transform him into a variety of tools (such as a ladder, a bubble, or a wrench) by simply feeding him one of the 15 different flavored beans. A quick rummage through your bag o' beans will educate you on the effects each flavor of bean has on the old Blobster.

Eenie Meanie Beanies

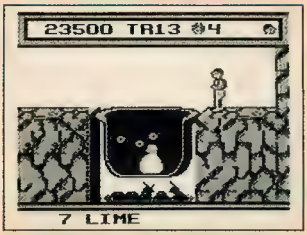
You'll soon discover that certain tools will come in useful time and time again while others may rarely, if ever, be used at all. However, don't disregard these somewhat mysterious beans – they prove to be very valuable when you're up against some of the most difficult, brain-stumping obstacles.

Don't worry about maneuvering the Blob. As long as you continue to whistle (Button B), Blob will happily follow you wherever you go, but don't expect any great acrobatic jumps out of the Boy. He's a pretty zippy runner, but without the Blob he's 100% earthbound.

PROTIP: Be careful when approaching a cliff. Blob may accidentally push you over the edge when you whistle after him.

Also, when you use Blob as a trampoline take care not to press Left or Right or you're in for a very hard (very deadly) landing!

PROTIP: Riddle #1 – Not all gates can be opened with keys – some may be lifted as if they were a car with a flat tire.



PROTIP: Riddle #2 – Refreshing and icy, these beans are strong enough to cool the hottest of fires. Hint: It wouldn't hurt if you were to miss Blob's mouth when you tried to feed him this particular jellybean.

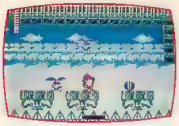
Without a doubt this is one of the most charming game concepts to hit the market. As far as graphics go, these are about as good as they get when it comes to the somewhat limited Game Boy display. The biggest letdown is that the entire journey is just too darn short. Maybe if we tossed Absolute a few jellybeans they'd give us some more?!

The Rescue of Princess Blobette by Absolute (Price Not Available – Available Spring '91, 512k).

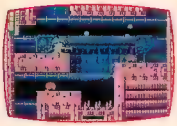
DON'T TURN THAT PAGE EARTHMAN!
WE KRIONS HAVE YOUR PUNY PLANET NOW!

Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!

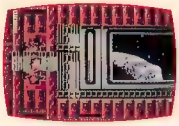
■ The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!



■ Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and *deadly* spikes!



■ "Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!



■ Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

The Krion Conquest™

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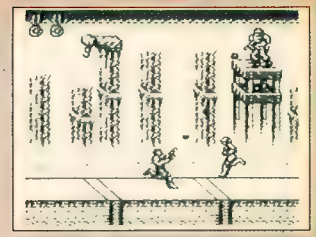
OPERATION C

By Gideon

Tired of all those irksome little puzzle games for the Game Boy? Want to see characters and action on your screen larger than two fleas slamdancing? Read on. Video game salvation is in sight!

Fans of Contra and Super C will salivate over the latest action-packed installment of this megahit video game series! All the nonstop combat, diverse enemies, challenging levels, and even the catchy Contra theme song are faithfully reproduced and have been "shrunk to fit" your Game Boy screen. If you can't get enough Contra action, or always wished you could play it on the go, this cart is for you!

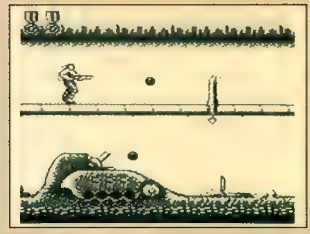


Yes! It's true! Contra for the Game Boy!

Contra Continues!

Operation C is an all-new adventure that features Scorpion (half of the Contra team of Mad Dog and Scorpion). Scorpion's on a mission to destroy the alien menace of the evil Black Viper who plans to conquer Earth by unleashing an army of mutant killer aliens! Scorpion has been dropped into Black Viper's secret naval base on a desolate ocean island and must battle through five levels of hazardous hositilities in order to end the madness of Black Viper once and for all!

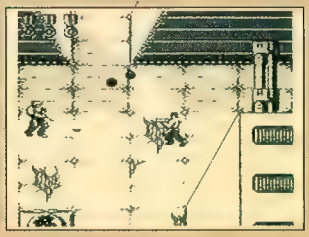
As in the previous games, Scorpion is armed to the teeth and can pick up plenty of ammo power-ups along the way. In addition to his Machine Gun, Scorpion can power-up to a Spread Gun that sprays bullets in several directions, a Fire Gun that sends explosions in four directions simultaneously, or the Homing Gun which shoots bullets that automatically home in on the target! These powerful weapons and his lightning fast reflexes are all that stand between Scorpion and wave after wave of snipers, death-dealing androids, vicious mutant monstrosities, heavily armored assault vehicles, and even an enormous naval attack submarine!



PROTIP: The Homing Gun is the best weapon of all. Use it to destroy all six missile silos aboard the submarine!

Super C-perb!

Just as in Super C the game features both side and overhead-scrolling action. Levels 1, 3, and 5 feature intense side-scrolling action. Here your jumping and leaping expertise come heavily into play. Levels 2 and 4 feature three-dimensional overhead-scrolling action where you've got to watch out for enemies who attack from all sides at once!



PROTIP: During Levels 2 and 4 it's best to stay in the middle of the screens at all times since enemies may attack from any point.

Those folks at Konami have done it again! Operation C has all the trademarks of a surefire hit: awesome graphics, large, distinct characters, nonstop action, solid tunes, great gameplay, and loads of fun. The only drawback is the lack of a two-player mode – one of the best parts of Contra and Super C. Not to worry – something tells this ol' reviewer we'll be seeing a lot more of Mad Dog and Scorpion in the future! We'll be waitin'!

Operation C by Ultra ($29.99 – Available March '91).

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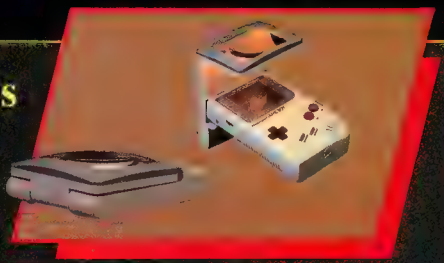

Magnifies image 1 1/2 times
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FATAL RUN

By Fanatic Fan

I hold my breath as I motor through the final gate protecting the fortress Albagon. The life control systems in my vehicle kick in as we hit the poisoned air outside.

I chuckle nervously. If a hole were punched in my car's windshield, I'd die a slow death from radiation poisoning. I laugh once more, perhaps to keep my self from screaming.

Nuclear Necessities

I glance over to the radiation vaccine on the passenger seat – the reason I'm making this dangerous journey – then, I scan the path ahead. Road bandits lurk everywhere, ready to blow unwary drivers off the road. I don't fit into the "unwary" category. The rulers of Albagon have made sure I'm armed to the teeth. My vehicle packs machine guns up front, a smoke screen and oil slick dispensor in the back, thumper bumpers, and special shielding. I can get more ammo, repairs, and cash at the next city – if I get the vaccine there before everyone perishes.

Thirty-two cities to save, and then I must find the satellite that will nullify the effects of the radiation that's destroying the planet.

PROTIP: Pay close attention to your radar screen. A red obstacle is an enemy vehicle, a purple obstacle is a bonus object, and a green object is a non-moving obstacle such as a roadblock.

PROTIP: Don't waste your cash on dynamite, smoke screens, or oil early in the game, save it for repairs. You only need a fully-loaded machine gun, armor, a working thumper bumper, and fuel to get to the first few cities.

A Radioactive Welcome

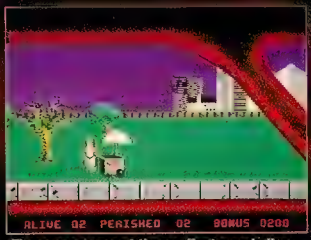
After driving for what seems like hours (there's no map and the scenery is incredibly boring), the first city appears on the horizon.

Suddenly, my car is jarred from the rear. A road bandit has crept up on me! I slam on my brakes, forcing the bandit to zip past me. Within a heartbeat I fire my machine guns and turn his blue vehicle into a ball of fire. Eat pavement, scum! That was too easy; these guys are pushovers.

PROTIP: Don't spend too much time gunning down road bandits. Your main objective is to get to the next city quickly. Shooting bandits takes time, and taking too much time costs lives.

The city gates open for me and some of the goofiest people I've ever seen cheer me from the grass, waving their limbs and grinning like happy children. But, then, the strangest thing happens – some of the people explode!

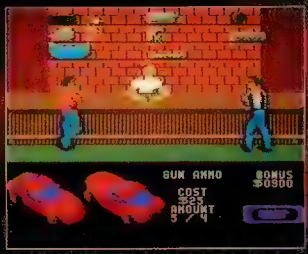
Apparently the radiation has finally taken its toll on these unfortunates. If only I had gotten there a few minutes sooner...



These are some of the goofiest people I've ever seen.

Cash It In

The mayor hands me cash for my efforts and directs me to a good repair shop. I find all the basics here – ammo, fuel, and armor – but none of those special items I've heard about such as nitro, dynamite, and Death Crystals. Perhaps further up the road I'll be able to buy some of this stuff.



PROTIP: It's cheaper to replace a windshield for $150 than to repair one that is more than 40% damaged. It costs $40 for each 10% you repair.

I grab another batch of radiation vaccine, pack up the car, and turn the key in the ignition. The motor roars to life. I gun the engine and pull out, ready for the next leg of this dreary journey.

Fatal Run by Atari ($14.99 – Available Now).

GamePro Game Rating

Graphics | Sound | Gameplay | FunFactor | Challenge

THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED

1 or 2 players

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The two emperor Garuda [illegible] the [illegible] on. With his army of [illegible], he [illegible] a fortress that has withstood all armed resistance. His forces have crushed all opposition. Yet, he is worried...

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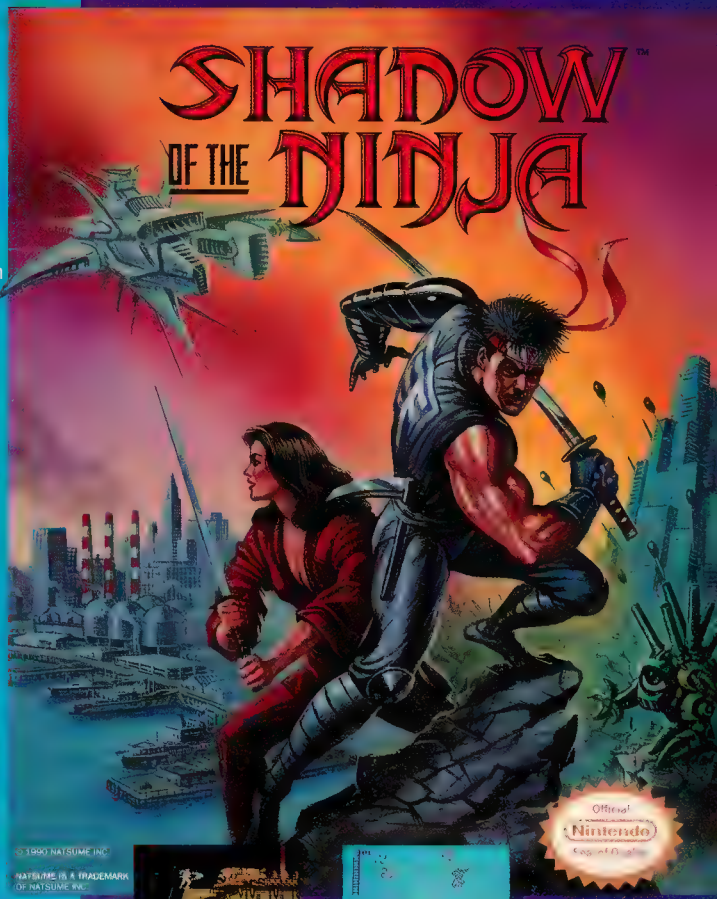

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TIPS·TACTICS HOT PASSWORDS

Burai Fighter Deluxe (Game Boy)

Passwords!

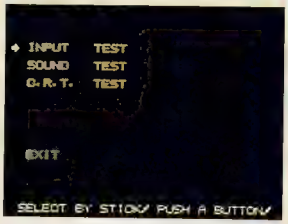
Here are passwords to enable you to begin on different stages in Burai Fighter Deluxe!

Stage 2	HGKM
Stage 3	CPFI
Stage 4	JJOE
Stage 5	DKLF

Sean Wheatley, Burnaby, Can.

Sword of Vermilion (Genesis)

Sound Test

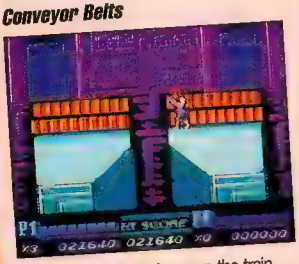


Check out Sword of Vermilion's sounds and view a color test by simultaneously pressing Buttons A, B, and C on Controller 2 and then hitting the Start button.

Addison Worth, New York, NY

Double Dragon II (Nintendo)

An Easy Way to Cross the Conveyor Belts



After you defeat the boss on the train, you'll enter a door and find yourself on a conveyor belt. An easy way to quickly and safely make it past here is to travel down to the blue stripes at the bottom of the belts and carefully walk along them. You can easily jump across the abyss to safety!

Mikhail Woltering, Soldata, AL

Total Recall (Nintendo)

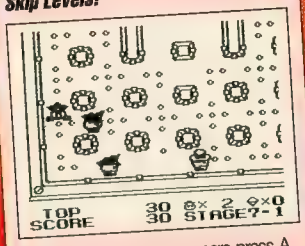
Snag a Free 1-UP

There's an easy way to get a 1-Up right at the beginning of the game. Simply head for the movie theater and sit through the credits. At the end of the credits you'll receive a 1-Up!

Sean Williams, W. Hartford, CO

Lock 'n Chase (Game Boy)

Skip Levels!



When the title screen appears press A two times and then B two times. Next, press A once and B two times, and then press Start. You'll begin your game on Stage 7-1.

Anthony Duke, Ontario, Can.

Dick Tracy (Nintendo)

Passwords!

Use these passwords to begin with different cases:

Case #2	207-119-060
Case #3	164-003-201
Case #4	036-224-136
Case #5	007-215-047

Carl Swanson, Murfreesboro, TN

Tombs and Treasures (Nintendo)

Password!

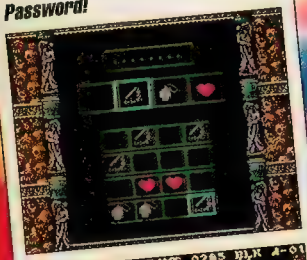
This password takes you straight to the end of the game!

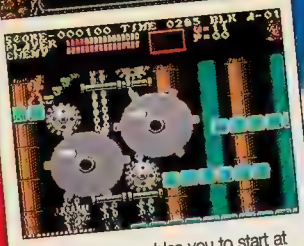
'n&+ T3qy bvL] h8iW
%-"4 PKJV =p-y k986

Dean Spence, Moncton, Canada

Castlevania III (Nintendo)

Password!





This password enables you to start at Route 16 with Grant Dynasty.

Ryan McCracken, Indianapolis, IN

Mega Man II (Nintendo)

Password Cracked!

If you are having trouble with a certain level or want some awesome weapons, use the code grid below. The top position is with the weapon; the bottom is without.

Enemies	Energy Tanks 0	1	2	3	4
Tanks	A-1	A-2	A-3	A-4	A-5
Heat Man	B-2 D-5	B-3 E-1	B-4 E-2	B-5 E-3	C-1 E-4
Air Man	E-5 D-2	E-4 D-3	E-5 D-4	B-1 D-5	B-2 E-1
Wood Man	D-3 B-5	D-4 C-1	D-5 C-2	E-1 C-3	E-2 C-4
Bubble Man	D-1 C-3	D-2 C-4	D-3 C-5	D-4 D-1	D-5 D-2
Quick Man	B-4 C-4	B-5 C-5	C-1 D-1	C-2 D-2	C-3 D-3
Flash Man	C-1 E-4	C-2 E-5	C-3 B-1	C-4 B-2	C-5 B-3
Metal Man	E-5 E-1	B-1 E-2	B-2 E-3	B-3 E-4	B-4 E-5
Crash Man	C-5 E-2	D-1 E-3	D-2 E-4	D-3 E-5	D-4 B-1

Darryl Davies, Kamloops, B.C. Canada

Gremlins 2 (Nintendo)

Passwords!

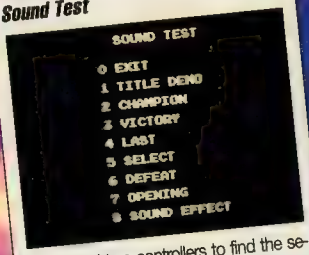
These are the passwords for all of the substages in Gremlins 2.

1-1	GBQK
1-2	BVKF
2-1	DXNH
2-2	CGMW
3-1	NJTD
3-2	ZFPJ
4-1	SHMC
4-2	VLBB
5-1	NXRD

Joshra Thibodaux, Long Beach, MI

Buster Douglas Boxing (Genesis)

Sound Test



You'll need two controllers to find the secret Sound Test in Buster Douglas Boxing. Here's what you do: Press Start on Controller 1, choose a one or two player game, and then simultaneously hold down Button C and Start on Controller 2. Finally, press Start on Controller 1.

Grady Busch, Saskatchewan, Can.

NARC (Nintendo)

Extra Continues

To begin the game with two continues do the following during the title screen: Press and hold A, B, Select, and Up. Next, hit Start.

Pete Christiansen, Macon, GA

Continued on Page 82.

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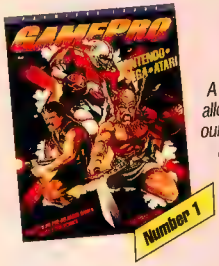

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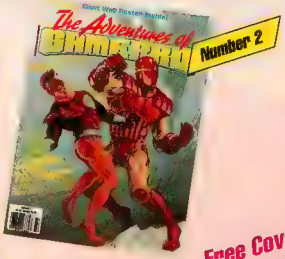

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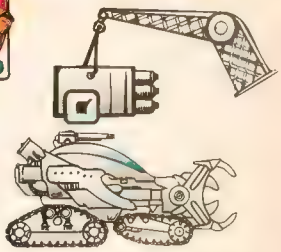
S'more HOT HINTS

"FROM THE GUY IN THE BACK".

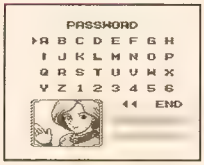


Push blocks to smash bugs, or destroy them using your specially equipped weapons. You collect the gold by destroying bugs — bash a bug, bag the bullion. The indicator shows the number of bugs that must be terminated in order to clear a level.

TOTAL OF 48 LEVELS

You may obtain special equipment for your Battle Bull by using the gold you collect. But make sure you have enough gold to afford extra power features!

Install jumpers to catapult over bugs or attach special weapons to destroy bugs where they stand. But you can't use both at the same time! Installing one moves the other back into storage.



Enter PASSWORDS to allow you to restart the game exactly where you last finished

TOTAL OF 48 LEVELS WITH ULTRA SHARP AND CRISP GRAPHICS

BASH A BUG... BAG THE BULLION!

GAME BOY

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In two player mode you select difficulty level, number of sets per game, target count and equipment configuration to adjust handicap.

Watch the timer! When you run it out, the high speed moving blocks will attack you. Use the missile to destroy them.

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TIPS·TACTICS HOT PASSWORDS

Super Hang-On (Genesis)

Get Rich Quick

Use this code to get more money than you can believe in Super Hang-on:

5FF3F540F35504

FFHWKJOMBJOFDU

Michael Vangilder, Fairmont, WV

Mondu's Fight Palace (Genesis)

Fight as any of the Characters!

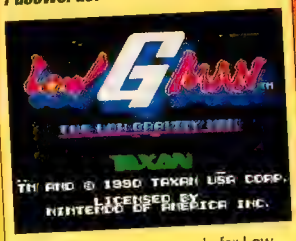
To transform into any of the following characters enter the appropriate command during the title screen. Note: If the letters aren't separated by a comma, press them simultaneously.

Edwina:	Left, BC, C
Guano:	Up, Right, AB
Bonapart:	A, Up, C
Stump:	AC, Right, C
Webra:	AC, Up, Right
MC Fire:	Down, C, Right
Sheba:	BC, B, B
Weezil:	Down, Right, Up
Brainiac:	Right, Right, C
El Toro:	BC, A, Up
Mondu:	AB, Down, Left

J. Horwitz, New York, NY

Low 'G' Man (Nintendo)

Passwords!



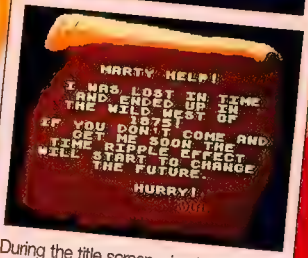
Check out these passwords for Low 'G' Man:

Level 2:	MICH
Level 3:	ELLE
Level 4:	ISAC
Level 5:	BILL
Scene 1a : (Level 2)	MIE ❤

Greg Erickson, Lethbridge, Alberta, Can.

Back to the Future II & III (Nintendo)

Start in 1875!



During the title screen, simultaneously hold down Buttons A, B, and Select. This takes you to a password screen. Next, change the password to:

FLUXCAPACITORISTHEPOWER

You should hear a distinguishable tone. Press Select to return to the title screen. Now, start the game and it's the year 1875!

Aaron Omens, Corona, CA

Mercenary Force (Game Boy)

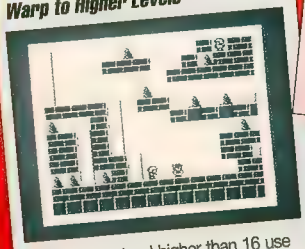
Start with $50,000

During the title screen, simultaneously hold down A, B, Select, and Down on the control pad, and continue to hold these buttons for a few seconds. Now, release them and press Start. You'll have $50,000 to spend instead of $5,000.

Mike Tang, Glendale, AZ

Hyper Lode Runner (Game Boy)

Warp to Higher Levels



To reach any level higher than 16 use the following password:

QM - 0388

Eric Paller, Burbank, IL

Devil's Crush (TurboGrafx-16)

Password!

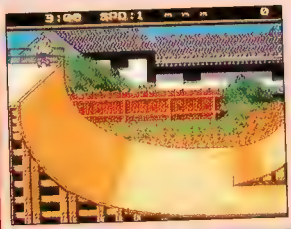
Here's an easy ending code to remember!

DAVIDWHITE

Ryan Sullivan, Seaside, CA

Skate Or Die 2 (Nintendo)

Unlimited Boards!



When you're on the ramp go to the far back so you're against the railing. Wait until your character scratches his head and then press Start two times and Select once. If you've done this correctly you'll hear a different tone for a couple of seconds, then you'll have unlimited boards and be able to skate the full three minutes. You'll also get an extra 10,000 points since you have all three of your boards left!

Eric Longdin, Methuen, MA

Side Arms (TurboGrafx-16)

Go for Slo Mo or Black and White

To enter the Slow Motion Mode in Side Arms, wait for the title screen to appear and then simultaneously press Down, Button I, Button II, and Start. To play Side Arms in a Black and White mode, wait for the title screen and then simultaneously press Up, Button I, Button II, and Start.

Ryan Cooper, Harrisburg, PA

Bravoman (TurboGrafx-16)

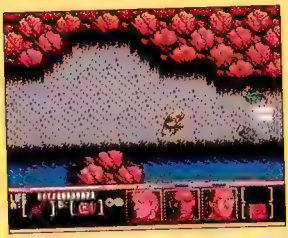
Continue!

Here's how you can continue the game at exactly the point where you died! As you're dying simultaneously hold down Run and Button II. You'll jump up and continue your battle!

Jean Christophe Petit, Quebec, Can.

Mission: Impossible (Nintendo)

Final Mission Passwords



This password leads you and your trio of Impossible Mission Agents directly to the final mission.

Q B Y Z

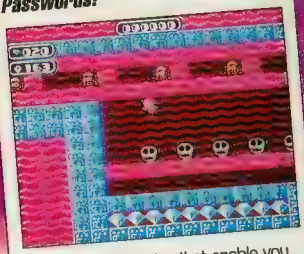
When you reach the computer, enter the following code to gain access.

M T K N

Alvyn Ramirez, Carolina, Puerto Rico

Boulderdash (Nintendo)

Passwords!



Here are some codes that enable you to begin in the different worlds of Boulderdash!

Ice World	635870
Sand World	840137
Ocean World	840967
Relic World	225378
Volcano World	752053

Dean Spence, Moncton, Canada

Neutopia (TurboGrafx-16)

Ending Password!

Here's a code that enables you to fight Dirth in his true form!

y P 5 E S D j s M w P B
N D C Y S z h X r % P P

Ron MacNeil, Vernon, B. C., Can.

Gilligan's Island (Nintendo)

Here are passwords for Episodes 2-4!

Episode 2	LJJGDMPC
Episode 3	ACCEDCAC
Episode 4	FAACPHFF

Dean Spence, Moncton, Canada

SWAT

TIPS·TACTICS HOT PASSWORDS

SECRET WE

TV Sports Football (TurboGrafx-16)

Make your team faster!

In the Exhibition Mode enter the visitors team. Next, simultaneously press Button II and Select to enter the Password Mode. Enter SUPERSPEED as the password, and press END. Now, enter the team you want to play as, and off you go. Your team will run twice as fast as your opponent's!

Mory Kammerman, Los Alamos, NM

Moonwalker (Genesis)

Level Select!

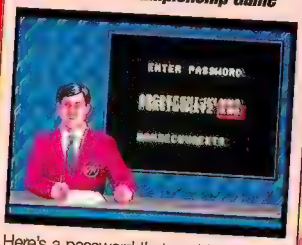
To pick your level in Moonwalker first pop your Moonwalker cart into the Genesis and turn it on. Wait for the SEGA sign to appear and pull out the cart while the power is still on. Next, plug Moonwalker back into the system and press Reset. Press Start and you can select levels!

Mike Miskulin, Loyal, WI

WARNING!! Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

TV Sports Football (TurboGrafx-16)

Head for the Championship Game



Here's a password that enables you to play the championship game as the Thunderbolts with a perfect record of 11-0!

BQVZECUVQEXTS

Thomas J. Finley, Pewaukee, WI

Strider (Genesis)

Unlimited Men!

To have unlimited men in Strider insert Altered Beast into your Genesis and turn the power on. Wait until the title screen appears and then pull the cartridge out without turning the power off. Now, insert your Strider cartidge and press Reset. When you begin the game you should have nine men remaining and the Player Remaining counter will stay at nine.

Maurice Alexander, Naples, FL

WARNING!! Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

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Ask The Pros

Nintendo

Crystalis

Dear ASK THE PROS,
In the Nintendo game Crystalis I cannot find the Tornado Bracelet or the lost child of the town of Oak. Could you please help me find them?

Buddy Sorenson, Kissimmee, FL

Dear Buddy,
Let's find the lost child first. From the town of Oak, head straight down and take the first path to the right. Then, take the next path down. The lost child will be right ahead of you.

Finding the Tornado Bracelet is a little trickier. You need to head to Mt. Sabre, where the ice slides are. You can't jump on the ice slides unless you remove EVERYTHING, except for your Rabbit Boots. You need to head up an ice slide to a green wooden bridge. After the bridge there'll be a cave containing the Tornado Bracelet.

Sega Master System

Phantasy Star

Dear ASK THE PROS,
I've had Phantasy Star for the Sega Master System for about two years now. I think it's a great RPG, but it would be an even better game if I could just get off Palma. I'm stuck here because I can't find the roadpass or the passport. I've searched everywhere. Please help me!

Jesse Wilson, Redwood City, CA

Dear Jesse,
Oh to be in Palma now that Spring is here! Of course, if you've been trapped in Palma for two years, you're probably sick of it, no matter what the season. Luckily, we have a solution for you. To get the roadpass, go to Scion and you'll meet a man who sells secrets. If you have 200 mesetas, try to purchase the secrets. The third time you try, he'll give you the roadpass. Once you get the roadpass, you can go back to the city you started in at the beginning of the game. Go to the far left and you'll come upon two policemen. These are the police that wouldn't let you by before. Go past the police and you'll find a shop that has the passport.

Dear ASK THE PROS,
I need help with Phantasy Star for the Sega Master System. I need to find the Laconian Shield. Can you please tell me exactly where it is?

Travis Croucher,
South Brook Hall Bay, Canada

Follow alongside the mountains and you'll find the tunnel containing the Laconian Shield.

Dear Travis,
To find the Laconian Shield, head down and to the left from Guaron. You'll be following a large mountain range. Follow alongside the mountains and you'll come to a tunnel. The shield is in the tunnel.

Dear ASK THE PROS,
My question concerns Phantasy Star for the Sega Master System. Where is the magic shield that kills Medusa and where is Medusa?

Seth Totten, Monroe, CT

Check out the cacti!

Dear Seth,
There isn't a shield that will "kill" Medusa, but there is a shield that gives you a chance to defeat her. It's called the "Mirror Shield," and it isn't easy to find...good thing you wrote us! To get the Mirror Shield, you'll need to get the Gas Shield first. Once you have the Gas Shield, go to Motavia and once there, head up and to the left from the city. You'll encounter a poison gas field (this is why you need the Gas Shield). In the middle of the Gas Field is the city of Sopia. The leader of Sopia will tell you about the Mirror Shield. Once you speak with the leader, head out of the city to the lake. In the middle of the lake is an island that has one antlion and a couple of cacti on it. Sit on the first cactus below the antlion and search. This is where you'll find the Mirror Shield.

To reach Medusa's Tower, head back to Palma, then go to the city of Gothic. Go south from Gothic and take the path left of where you found Dr. Luveno (the path on the far left). This will take you to Medusa's Tower. Medusa's Tower is red inside, so you'll know right away if you're in the right tower.

Game Got You Baffled?
Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO Magazine
Ask the Pros
P.O. Box 3329
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ASK THE READERS

Welcome to month three of our new Ask the Readers column. The answers have been coming in fast and furious! We'll be publishing the results of our first Ask the Readers column from our January 1991 issue (The Adventures of Link and Phantasy Star II questions) next issue. Right now, we have two more thought-provoking game questions for experts only.

If your answer is correct and selected by our staff, we'll print it in a future issue and send you a brand new, limited edition, "Gotta Get A GamePro" T-Shirt (so send us your shirt size, too).

Send your answers to:

GamePro Magazine
Ask the Readers E or
Ask the Readers F
(depending on which question you answer)
P.O. Box 3329
Redwood City, CA 94064

QUESTION E: Teenage Mutant Ninja Turtles (NES)

Dear ASK THE PROS,
This is the first time I ever wrote to a pro for help because I never needed help from anyone. I can't get to Shredder in the original TMNT from Ultra for the NES. I'm in the Technodrome, but I can't get past those flying dudes that shoot lasers. Can you please, with a cherry on top, help me?

Cathy Kuy, Harvey, LA

(If you know how to get past those "flying dudes that shoot lasers," let us know, and we'll let Cathy know...for your input you'll get fame, fortune, and a pretty rad shirt!)

QUESTION F: Spellcaster (Sega Master System)

Dear ASK THE PROS,
In Spellcaster for the Sega Master System, where do I find the robot hand to power the ship?

Billy-Joe Olson, British Columbia, Canada

(What do you say guys? Sounds like an easy way to get a shirt!)

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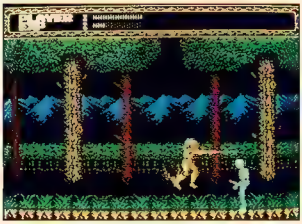
Short ProShots

Nintendo

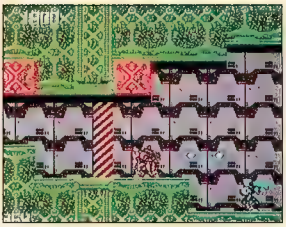
Sword Master (Activision)



Hear ye, hear ye! Most fearless knights, art thou prepared to don thine swords, step back in time, and face one of the greatest medieval challenges known to humankind? If so, then step forward and you shall be granted the opportunity to partake in Activision's new high action adventure challenge, Sword Master. Seven in-depth, multi-scrolling levels enable you to get up close and personal with some fine fiends, including the Deadly Blue Knight, the Emerald Dragon, sword-toting skeletons, gargoyles, and even the dreaded Zillasaur. With a strategically placed swipe of your sword, or perhaps a quick zap of some good old-fashioned, medieval magic, you'll be celebrating victory in no time.

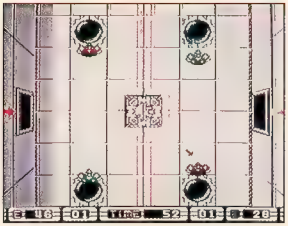
MetalStorm (Irem)

Battle Station Cyberg's computer-controlled defense laser has malfunctioned and is now aiming its power at the planet



whose inhabitants created it – Earth! The only way to stop the laser from wiping out humankind is to re-activate its self-destruct device. There's just one piece of machinery powerful enough to penetrate the forces of the laser, and guess who's gonna' be its navigator? Yes, in this single player game you must slip behind the controls of Earth's finest, the M-308 Gunner, and direct it through seven, multi-scrolling levels of brutal shoot-em-up action. You can equip this hi tech mechanoid-style machine, via power ups, with everything from a bullet-deflecting shield to annihilating laser beams – it even has the capacity to defy gravity and travel on the ceiling! MetalStorm will turn your life upside down!

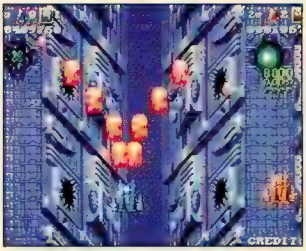
Klash Ball (SOFEL)



Toss a five pound steel ball into an arena, add some half-crazed hulksters who don't understand the meaning of words like "fair," "bribe," or "pain," and you've got yourself a rock 'em sock 'em game of Klash Ball. A blend of soccer, basketball, and hockey, this high contact sport (for one or two players) puts two, five-member teams on a metal playing surface where they attempt to score goals with a steel ball. You can coordinate your own passes, use the Ball Launcher, make jumping catches, or even legally bribe the refs to help your men put some double digits on the score board. But, the real trick is to execute those plays while trying to avoid bone-crushing, sliding tackles from your opponents!

Genesis

Battle Squadron (Electronic Arts)



Heads up! If you don't jump on the controls of your super duper Anti-Matter Particle Beam pretty darn quick, the supreme MagnoStryker, your arch enemy, is going to blast you and your entire Battle Squadron right into oblivion! Sound intense? Absolutely! Modeled after the popular Amiga game of the same title, the Genesis version of Battle Squadron (for one or two players) has loads of hot options, including a play-mode setting which ranges from beginner to expert. Arcade-style action and graphics coupled with an overhead view with vertical and horizontal scrolling enhance the look and feel of high speed flight. Attack Barraxian gunships and retrieve their arsenals, and you'll be well-covered when you head into battle on the planet Terrania – the cosmic wasteland where your fellow flight commanders are trapped.

Stormlord (RazorSoft)

RazorSoft's got a 4-meg monster named Stormlord lurking somewhere in the shadows, and it's about to bust loose onto a Genesis near you. This detailed

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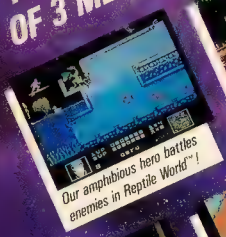

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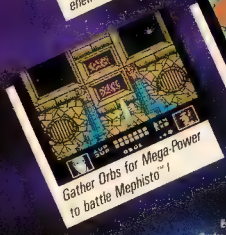

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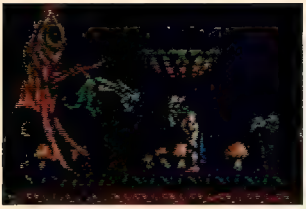
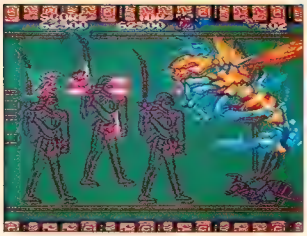


action adventure puts you on a multi level quest for hidden treasure and much, much more. The famed mystical princesses are trapped inside a gigantic prism of light, and unless you save them they'll remain there for eternity. To find your way to the fair ladies you must battle it out with gruesome creatures such as the Draconian Fire Dogs and mutant man-eating moss! However shall you overcome these beasts?! With your handy "throwing sword" and Flaming Throwing Stars, of course. Conquer the Enchanted Worlds in Stormlord.

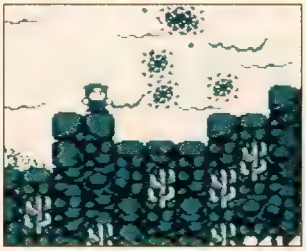
Insector X (Sages Creation)



You don't have to be a fly on the wall to find out about the new Genesis title, Insector X. You do, however, get to see into the world of insects as you fly your robotic aircraft and shoot your way through a multitude of horizontally scrolling worlds, including the city sewage systems, jungles, and even an underground insect colony. Big as houses, the half-insect half-machine enemies you're up against are bound and determined to squash you like a bug and take over the world. Although you begin with a minimum amount of weapon power, if you give it your all you'll be pleasantly surprised when wounded enemies begin to drop special, useful items such as increased fire power, a net, or a can of deadly bug spray. Don't be surprised if you go a little buggy trying to survive the terror of Insector X.

Game Boy

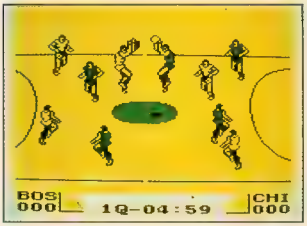
Maru's Mission (Jaleco)



Maru and his girlfriend Cori are out taking a romantic stroll through Central Park when suddenly, without warning, a weird man leaps out from the bushes and kidnaps Cori. Maru doesn't want to waste time dealing with the authorities, so he takes matters into his own hands and goes after her himself. Little does Maru know that his search for Cori is going to take him on a wacky, six level, international, one-player adventure through America, Romania, Greece, Egypt, Brazil, and Japan. Get set for strange dangers in strange lands in this strange action adventure cart. Lots of exotic creatures threaten Maru 'round every bend, including life-draining "blobs" and a strange eyeball-creature called Eyeclop. Fortunately he begins to discover some equally exotic treasures such as Wagons (good for invincibility), Healing Potions, Amulets, and Boomerang Bombs that help him overcome these vile hordes. Will this be the end of Cori's life story or will Maru write the next chapter?!

Double Dribble (Konami)

You better sit down 'cause Konami's put out a new basketball Game Boy cart, Double Dribble, that might just knock you



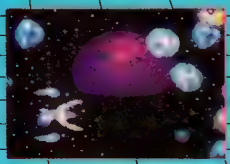
off your feet. The fact that Double Dribble is the only five-on-five player game available for the Game Boy is but one tiny detail on a list of pluses a mile long. What else? Well, there's horizontal scrolling for a full view of the court, eight teams to choose from, two player option via the Game Link, free throws, stealing, passing, and even jump shots that replicate pro-style playing. There obviously isn't much more you could possibly want from a hand-held b-ball cart, right?!

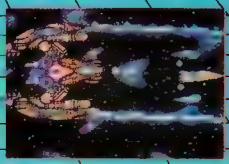
Fish Dude (SOFEL)

Yo, dudes and dudettes – catch the SOFEL wave and you'll be ridin' (or shall we say swimmin') high into an all new Game Boy adventure called, appropriately, Fish Dude. In this three level aquatic adventure game you must protect yourself from the dangers that lurk beneath the surface – the deeper the swim the more dangerous it gets! By gobbling up schools of tiny fish you'll grow into a bigger, stronger Fish Dude and be able to hold your own against an ever increasing slew of enemies, including a pelican, a diver, and a kitty, who'd love to make seafood stew outta' you! Tartar sauce not included.

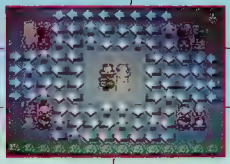
SHOOT 'EM OR SCOOT 'EM!

FROM THE CREATORS OF CYBERCORE™





A mind altering experience in high-tech bio-morphic action



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Atari and Acclaim Send Games to Saudi Arabia

Atari and **Acclaim** played Santa for U.S. troops stationed in Saudi Arabia this past Christmas. Atari donated Lynx game kiosks and cartridges to the military recreation centers in Saudi Arabia. Each kiosk had four Lynx systems and a complete library of game cards.

Acclaim shipped over 2,000 copies each of Wizards & Warriors, Ironsword, BigFoot, and Knight Rider and 1,943 Super-Play hand-held video games as gifts to the troops. Sounds like the soldiers involved in Operation Desert Shield had a fairly Merry Christmas despite their location.

Electronic Arts Introduces Sega "Affiliated Label" Program

Prolific software producer, **Electronic Arts**, is publishing three new titles for the Sega Genesis as an extension of its Affiliated Label program. Under this program, many of the companies who distribute their computer software titles through Electronic Arts can publish Genesis versions of these titles as well.

The first three carts to be released under this program include: **Might & Magic II** and **King's Bounty** by **New World Computing**, and **Dark Castle** by **Three-Sixty**.

Additionally, EA announced the latest additions to their regular line of Genesis products including: **PGA Tour Golf**, the game Sports Illustrated called the "best golf simulation" available; **Road Rash**, a combo street fightin'/motorcycle racing action cart; **James Pond: Underwater Agent**, an arcade/adventure cart with an environmental conscience; and **Blockout**, a 3-D puzzler. Look for all these new Genesis products in March.

Hudson Soft Announces Super Famicom Products

Hudson Soft, no stranger to 16-bit development (their Japanese counterparts develop a large percentage of the TurboGrafx-16 games), have announced their 1991 plans for the Super Famicom.

Hudson will release **Earthlight** in Spring 1991. Earthlight is described as a war simulation game (similar to Military Madness, perhaps?). In September 1991, **Armor of Thunder** will hit the stores. Armor of Thunder is a medieval action game similar to Ghouls 'n Ghosts.

Cinemaware Puts the TG-16 On Ice

TV Sports Football creators, **Cinemaware**, have announced the first 16-bit hockey cart for the TurboGrafx-16. **TV Sports Hockey** is the first five-player hockey game. Using your TurboTap, you and four friends can faceoff against a computer controlled team of skaters, or choose up sides and go head to head to head to head to head. TV Sports Hockey will be skating your way this Summer.

TV Sports Hockey for the TG-16.

Slap the puck home.

Data East and Taito Become Genesis Licensees

Longtime Nintendo developers, **Data East** and **Taito** announced plans to develop titles for the Sega Genesis. **Crystal Palace**, **Midnight Resistance** and **Vapor Trail** are the first planned 16-bit releases from Data East. Taito has announced three releases for the Genesis so far: **Space Invaders 91**, **Rastan Saga II**, and **Sagaia**. All three products are slated for the first half of '91.

ProNotes

Hal America is releasing **Lolo 3** sometime this Spring. They promise this new Lolo is more complex than the two previous Lolos. British developer **Gremlin Graphics** is working on a TG-16 version of their U.K. hit, **ImpossiMole**. **NEC** thinks 'Mole' could be their next Bonk. Look for plenty of ImpossiMole marketing this Summer and Fall. **Accolade** is working on a baseball cart for the Sega Genesis. The game will probably have their well known **Hardball** title. Whether the game will be a recreation of the PC hit, or something entirely different, remains to be seen. Accolade is also working on a version of their PC hit, **Star Control**, for the Genesis. Star Control is the story of two warring nations, the Alliance of Free Stars and the UrQuahn Empire. The game is an action/adventure title with some strategy thrown in for good measure. Nintendo licensee **T.H.Q.** continues its licensing ways with titles based on the Fox-TV cartoon, **Attack of the Killer Tomatoes**, and a game based on the popular ***Where's Waldo*** children's books. T.H.Q. also has a golf title for the Game Boy featuring Curtis Strange. **Taxan** is releasing **Burai Fighter Deluxe** for the Game Boy in April. It's a game designed "for the serious gamer," according to Celine Cebedo, Marketing Coordinator. Burai has plenty of fast action, multi-directional firing capabilities, and a password feature like most Taxan games. **Sunsoft** is coming out with a sequel to their hit, Spy Hunter, called (appropriately enough) **Super Spy Hunter**. They also

have an unusual NES cart entitled **Euphoria**, slated for a Spring '91 release. Texas-based **Tradewest** is releasing the long-awaited **Battle Toads**, a cart designed by those British game masters at **Rare Ltd** This game has been three years in development so you can bet it will be pretty spectacular! Look for **Ikari III: The Rescue**, a follow up to the **SNK** 1986 hit, Ikari Warriors. A secret organization known as "Crime Ghost" has infiltrated every country in the world. They've kidnapped the President's daughter and are threatening to execute her in a couple of days if the President doesn't resign. Looks like a job for those incredible Ikari Warriors, Paul and Vince. SNK also has a version of the arcade hit, **Touchdown Fever**, coming to the NES in April. **Hi Tech Expressions** has licensing fever! Joining their 1991 NES product line are: **Tom & Jerry**, a multi-level adventure featuring that cartoon cat and mouse duo; **The Count's Counting Game**, starring Sesame Street's bloodsucking numbers expert; **The Hunt for Red October**, based on the Paramount Pictures '90 hit flick; plus **Barbie** (as in the doll) and **Twin Peaks** (as reported here first in December '90 ProNews). Hi Tech also has **Dungeons & Ducks**, a Game Boy cart featuring Daffy Duck. **FCI** continues their roleplaying ways with the announced release of **Pool of Radiance**, the second NES cart in the Advanced Dungeon and Dragons series, and **Ultima: Runes of Virtue**, a Game Boy title. Ultima is expected to be released in May, while Pool of Radiance is due Summer '91. **Activision** has announced three new games for the NES, **Sword Master**, **Die Hard**, and **Ultimate Air Combat**. Sword Master is a seven-level swords and sorcery action game featuring multi-layered scrolling. Ultimate Air Combat features some great air-to-air and air-to-ground combat and 30 missions for junior combat pilots to complete. Die Hard lets you play police officer John McClane, who must take on a gang of international terrorists who have taken his wife and others hostage in the Nakatomi Plaza building. Yep, it's based on the 1988 Bruce Willis action flick – one of our personal favorites. Yippee Cayeh M – uh, you know the rest. **Jaleco** sends gamers on a gnarly trip through the California underground in **Totally Rad**, a multi-level adventure featuring incredible screenscapes and some heavy duty spellcasting. The hero, Jake, has 12 spells at his disposal, including magic that turns him into a lizard, a lion, or an eagle.

Jaleco's Totally Rad.

Whomp 'em is the first NES title to feature a Native American as its central character. Soaring Eagle is a young Indian brave seeking totems for his magical pouch. He must travel through eight worlds collecting the magic totems that, in turn, provide Soaring Eagle with powers to fend off his enemies. **Mysterium** is the title of Asmik's first Game Boy title. This cart was designed by **Maxis**, creators of **Sim City**. Mysterium features 10 levels of darkened mazes. You're an apprentice alchemist who must mix precious minerals to make gold. The game has a 3-D view and a great combo of action and role-playing. You can look for it in May 1991. **Ocean** is working on an NES version of last summer's hit flick, **Darkman**. **Parker Brothers** has a version of their classic board game, **Monopoly** for the Nintendo Entertainment System. **Acclaim/LJN** have some blockbusters for the NES and Game Boy this year. The long awaited **Double Dragon 3: The Sacred Stones** is coming for your Nintendo this month. Also coming this summer from Acclaim are **Terminator 2: Judgment Day, Smash TV** (based on the smash coin-op from Williams), and **Wolverine** (the short-tempered, extremely dangerous Marvel superhero) for the NES, as well as **The Simpsons** and **The Punisher** for the Game Boy.

Next Month

Coverage of the Winter Consumer Electronic Show...what's hot, what's not, and the products that stole the show!

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Here's what's coming up in April:

For the NES:

Double Dragon III
Cyber Stadium
Ikari Warriors III

For the TurboGrafx-16:

Bonk's Adventure II

For the Sega Master System:

Ghouls 'n Ghosts

For the Genesis:

Joe Montana Football
Storm Lord

For the Game Boy:

Mysterium
Burai Fighter Deluxe

For the Lynx:

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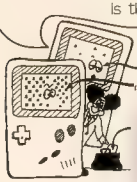

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